

APRIL 1990  
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BRITAIN'S BEST SELLING  
AMIGA MAGAZINE

# CU AMIGA

## NINJA SPIRITS EXORCISED

NEURAL  
SYNCOPE  
COMPUTING IN  
THE 21ST CENTURY

TV DEMOS  
MAKE YOUR  
DEBUT ON  
THE BOX



### SINGE'S CASTLE



### EXCLUSIVE-INFESTATION



CRACKDOWN  
SET TO KILL?





THERE'S NOWHERE  
TO HIDE FROM



HIS CALLING CARD  
IS YOUR INVITATION  
TO DANCE WITH  
DANGER!









# B U Z



## WOMBLES SIGN

**A**gain Again have scored a major coup by securing the unseen services of thrice ecologically-minded South Londoners, The Wombles. The lovable litter-gatherers are currently the subject of intense interest with their commitment by the Tidy Ce-

tain group to help publicize Spring Clean Day (March 10th) and Tidy Britain Year, and with the announcement that, in keeping with the current interest in "green" issues, Central Television have commissioned two half-hour wobble specials. The first of these will be screened this sum-

mer and will feature Dennis, Great Uncle Bulgaria, Bungo and Totemooos devoting rather further afield their previously apparently one of their trips will take them to visit a cousin in the Brazilian rain forests. The Wombles will be ready for your Antag this June.

## Q'EST QUE C'EST?

**J**ust why have we seen fit to print a job of well-known mad genius and chief Talking Head David Byrne? Well, for one thing, DNL have just announced the impending release of a speaks-yous+can+is+broken-down-miso-thom-civilization-and-there's-a+madman-to-be-fantasy-tole-playing-ish thing called, by total coincidence, Psycho Killer, which is, on any two views, the name of an utterly brilliant and deranged Talking Heads single of a few years back. And, for another, a nice man at Warner Brothers Records has very kindly offered to donate five copies of Mr Byrne's very wonderful new album, which sees him come over all Latin-American and goes by the name of 'Rai Mendel', to the first five GU readers to have their name drawn from Tony Dillon's awesdy silver box: jordan to Psycho Killer Comp. Commodore 64K, Priority Court, 30-32 Farnham Lane, London EC7 3AU. What more reason do we need?



## OCEAN GET NARC-Y?

**O**cean Software are rumored to be front-runners in the race to sign the controversial coin-op narc. This charming Williams arcade game pits you against an unsung-up gang of drug traffickers whom you do away with in a variety of graphically gory ways (for instance, when you destroy a helicopterload of badies, chained dismembered limbs rain down on the highway). But as yet, no deal has been signed, according to an Ocean spokesman. Nevertheless, it does seem certain that Narc will be featured on your local softshelves before long — it'll be interesting to see how the eventual licensee's lucky marketing department handle this little number!



## MIRRORSOFT SEE RED

**M**irrorsoft have just acquired conversion rights to best-selling novel 'Red Phoenix', written by Larry Bond (who, with Tom Dancy, co-authored 'Red Storm Rising'). Having spent eighteen weeks on the New York Times Bestseller List, 'Red Phoenix', which tells the story of



a second Korean war, will no doubt fare similarly well with fans of military sims. Bond is himself considered to be one of the world's leading experts on military simulations, and has previously worked with board games and computer sims when not churning out literary masterpieces.

## OCEAN POSSESS TOTAL RECALL

**W**ord reached our shell-like ears that Ocean have just signed up Arnold Schwarzenegger's yet to be released new movie 'Total Recall'. Directed by Paul Verhoeven, details on this eagerly-awaited sci-fi smash are currently scarce, but it's understood that the film will be released in the U.K. in July with Ocean's game following just in time for Christmas.



## ALL DOGS GO TO HEAVEN

Unlike Don Maitz's previous 33 release *All Dogs Go To Heaven* is, according to press packs, a pseudo-

educational game. Completing a section rewards you with a digitized sound and graphics sequence taken

straight from the film. One for the kids, rather than the back 'n' slashers, writhe! Showing in the first week of April priced at £25.99.

## HOT ROD

Fresh from the Activision master works comes this four-player conversion of the highly successful arcade sports of scorching machines and the odd repair shop showed on the multiple tracks and turns. With the addition of a playpen (Google the Amiga version will also feature a four player mode. All the more reason to invite your mates round for a hot race).



## ASTRO MARINE CORPS

Fresh from Dynamic comes this tale of heroism against the odds. The odd Goodfingers are leading the galaxy to rancour and must be stopped at all costs. Violent, frantic, with parallel scrolling and top top graphics, AMC should be liberating a sector near you soon.

## EUROPEAN SUPERLEAGUE

The football season draws to close with no sign of an early start of the current flood of soccer sims. This one puts you in the manager's seat in the day job. Featuring all the potential superleague teams, it's down to you to choose one, fund it, train it, transfer, trade and all the other duties tied to the manager of a top level team. European Superleague should be out before FA Cup final (if it's not raised off).





# BUZZ

## CARTHAGE

The Roman holiday label Carthage is the selling for Proximus' latest release. In a Spartacus-style tale you play an escapee falling out in the countryside, attempting to recruit army to fight back against the Roman oppressors. Fractal landscapes, clanking troops and the odd leopards' skins make up the second century tale. Hits the shops around about July.



## IVANHOE



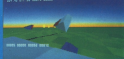
Quinn's latest offering features legendary medieval heroism in a bid to deliver King Richard to safety, equipped only with shield, sword and his trusty horse Bliker. A horizontal scroller Ivanhoe is programmed by the usual Dream team plus a man famed for his work with Britain's first film, then help out from Allingham man, Ivanwood.

## THUNDERSTRIKE

Set in the distant future, Thunderstrike portrays a world controlled by massive TV networks and defense industries. The biggest form of entertainment is the military displays; a kill or be killed light combat game.

The Thunderstrike world is built completely out of polyhedrons, with TV cameras tracking the combatants' every move, and showing the combat details in slow motion.

001 10 01 04 0001 0000



## WORLD CUP SOCCER '90



Italy, home of every a footballing great and, of course, the World Cup. This year there's no building for the one league, so everything gets a crack at the whip. In this run from Virgin they offer features such as close up views of your mistakes and a dribbler team for those heavy hitters and action replays. Should be with us before the final whistle.



IF WAR IS HELL... DRIVE THE DEVIL'S MACHINE

# CONQUEROR

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Action and simulation for strategy without repetition. Conqueror is the ultimate challenge of "leadership under fire" to wargamers of all interests. Engage in authentic World War II tactical wargaming, experience the bloody attrition exacted by the most vicious scenarios and set your own challenges by playing the elite war machines of the German, Russian and American forces into head-to-head confrontation and combat. Fight your way through named units of enemy tanks. Live on your wits and the strength of your will as you endeavor to defeat the awesome firepower of your unforgiving enemy. Plan the campaigns of action that will exterminate your opposing platoon commanders and lead to their ultimate downfall.



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CO-AUTHOR OF  
BLADE."

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IBM PC, CD-ROM



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All the essential elements  
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entertainment and stimulation.

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American: Chaffee, M48/M60, Sherman, Firefly, Fighting.  
German: Panther III, Panther, Tiger I, King, Tiger.  
Russian: T-34/76, KV15, KV20, Josef Stalin II

Random Arts, Shelby Chen,  
Bentley's Business Park, Basingstoke RG24 0PL

**Rainbow  
Arts**



# BUZZ

## USG FOR ITALY

**U**S Gold are entering into the fray — as they join Atari, Activision and Virgin Mastertronic in the race to produce the top-selling license for this year's World Cup.

By no means the company's first football game, July 1990, we're told will be a kick-off-style arcade game with all of the final-ists in it.

But will the latter imperil USG's release date? Their spokeswoman told us: "It's actually quite simple to change names and the colours of the strips".



## AMIGAS FOR ISRAELI FORCES

**I**n what has to be one of the most aggressive uses of the home micro, word from the US tells us that the Israeli forces are using the Amiga as a training tool for battleground scenarios in the Middle East.

Amigas are being used to create tailor-made simulations of potential flare-ups in this — one of the many troubled parts of the world.

It's not known whether the micros are being used for intelligence purposes, but this new application for the Amiga gives games such as 16 Bit's Conflict a chilling new twist.



## THOMAS PUFFS IN

**A**gain! Again will shortly be releasing an Amiga version of bedtime TV hero, Thomas: The Tank Engine. Thomas, accompanied by his faithful coaches Annie and Clarabel, Berlin The Bus and The Fat Controller will be chugging your way in late spring at a bargain price.



## DOMARK TO GRAB BADLANDS



**I**t seems likely that the latest five game contract under negotiation between Domark and coin-op giant AtariTengen will include the futuristic Super Sprint-style driving game Badlands, released in the arcades earlier this year. Although a

spokesman for Domark refused to confirm or deny rumours to this effect, we'll eat the kid's thinking cap if this unusual driving game, which pits you against cars in a race through a post-nuclear wasteland, isn't soon cluttering up the shelves of your local software.





## MIDI MADE SIMPLE

**R**emember our music feature last April? Up until now the most widely used Amiga SHIFTER! sequencing package was Music X, an excellent package for professionals, but difficult to use and at £255 was out of much consumer price brackets. So publisher Musicvision came up with the novel idea of a cut down version. So what you get now is an almost complete MIDI sequencer for under £100. On shelf around April, oh and expect a follow up feature soon.

## MIRRORSOFT SIGN RINGS BOOK

**M**irrorsoft have just announced their intention to produce a game based on "The Twin Towers", one of the three books which make up J.R.R. Tolkien's legendary fantasy trilogy "Lord of the Rings". Best described, according to Mr. A. Prosser, as "a strategy war game with a twist", *Adlers Of Rohan* will feature leadership games, a few arcade sections and repeatedly gorgeous graphics, and will be released later this year on the Imageworks label. "Adlers Of Rohan" is by no means the first Tolkien license to appear; under previous deals Melbourne House produced *The Hobbit*, *War In Middle Earth* and *Lord Of The Rings*. Nevertheless, demand for Tolkien-based games seems insatiable — according to Mirrorsoft, *Adlers Of Rohan* is likely to be just "the first of a planned series based on these classic books".

## GORE

From the team that brought you *Monsters* comes this excuse for violence. In a traditional back and slash vein — the general objective is to kill or be killed. We've been told that complete dismemberment is the only way to put the baddies guys down, pleasant eh? Swaps, victory and eulogies, it'll be leaning into the shops around June.



## TIME MACHINE



The new one from Max Dini and his friends, collectively known as Vinyl Images, *Time Machine* lets you put on the fitting white coat of a scientist who has finally succeeded in creating a time machine which then breaks down, scattering pieces to the four corners of the time continuum. Travel through the various eras, righting all wrongs created by the machine and check out a cute interpretation of the evolution of man. Should be released in time for the PC show.

## ROTEX

US Gold's next original shoot 'em up is to be set on a space station which has constantly shifting floors. With overhead perspective, *Rotex* will employ the Rotescaper game system, making the player contend with the sudden appearance of deadly holes in space.

Games players are promised a difficult ride. *Rotex* on the Amiga will be out around May time.



## INTERNATIONAL CHAMPIONSHIP WRESTLING



Deal down your opponent and practice your physicality for computer wrestling is making its comeback. This latest one from Harmon has you up against the cream of the world circuit. Lots of moves and grunts and sounds are provided, as you battle your way to world champion status. Available mid-April, so see you short of friendly-fire gold.













3D Tennis will balance 3D viewers with more conventionally realistic 2Ders



You'll be able to view the action from many different angles.

# 3D TENNIS

Anyone for an innovative game? Insight takes the wraps off a simulation with a difference. "New balls, please," yells Tony Dillon.

In the four versions, the players will be able to hit towards the net, smash, jump, smash and hit — just like real tennis!



suggests Nick "is getting the speed. Each body is made up of three 'blocks' each made up of 12 of total 16 polygons, and when you add that to the pitch and all the backdrops details all being drawn at once, getting the speed right is a very tricky thing."

A quick glance of the screenshots on this page will tell you that 3D Tennis is no ordinary ball the corners up of the end of the court, "watch two spikes and hit a white dot game, but it is the slightly cute Japanese watch the ball increase and decrease in size sort of thing either." 3D Tennis has been designed like a cross between that old cheerful, Mameyama and a scientific computer representation of how the human body moves.

3D Tennis is designed to provide a realistic simulation without all that fancy stuff, but it's to user-friendly that you can adjust it to suit any player. Says Crosweller: "3D Tennis is very adaptable. I'm a firm believer that not everybody benefits from training. Some people could spend two days solid practicing a lot and not get any better at it. What 3D Tennis does is that this computer will help you out. If you spend just an hour practicing a smash, then even if you don't improve, the computer will make it slight easier for you to smash in future, so you do benefit from your efforts."

Training doesn't come cheap, and this is where the management side of the game comes in. In the final version of 3D Tennis you'll manage yourself, arrange exhibition matches (if you can) and coach yourself, all of which costs. There are five managers in the game, any one of which you can employ for a fee. They will be able to secure you matches and, sometimes, even free training. But, once again, they don't come cheap.

When Insight passed time for a release date, Crosweller cautiously told us: "Before Wimbledon", but more realistically, 3D Tennis should be bouncing onto the software shelves by the beginning of May. Watch out for a full review soon.

The one's under development by New Frontier Productions, a new team started by ex-Infogrames UKer, David Crosweller.

As a rule, tennis games are a bit old hat. With newer and better technology, companies do seem to be trying to improve on the tried and true, but nobody is really doing anything radically different. Until now that is. Dropped away from an important meeting with a Sir Gal and a cup of coffee, the eyes were drawn to a demo of the newest of all tennis games... 3D Tennis looks set to take the game a large step forward in the right direction.

The programmers themselves are not without reputes. Mainly coded by Nick Shulver and partner Steve Cooke, both men are steeped in the art of programming games. One of Nick's claims to fame is that he programmed a large number of the very first MSX titles, including such gems as Sir Strong's Loopy Landlord! They are both "exposed" about 3D Tennis and admit that it has been a bit of a challenge! The main problem,



One of the hottest flight sims now in development flew into our office this month. Mark Patterson reports.

**F-19** will soon be available on the Amiga. "Compact, sleek and beautiful" is how our plane-hungry Advertising Manager describes the stealth fighter. (Despite the fact that it's around a hundred million dollars they hope to be good.)

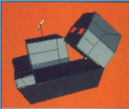
In a pre-emptive strike Microprose produced an F-19 simulation on the PC at a time when the 60 stealth bomber hadn't even been glimpsed. And it was surprisingly accurate, further establishing Microprose's already reputable name in the simulation market.

Programming something like F-19 is no mean feat, because of the constantly changing size of objects such as planes and ground targets, using scales of speed and giving depth to the graphics is almost impossible. Instead the world, its armies, aircraft and buildings had to be completely constructed from polygons. So for F-19 and its contents are looking very good. The landscape has been mapped out precisely, even down detailing islands like Oahu and Maui.

**C**laims the programmer, "It's not just the ability to say which shape goes where, it's the art of working out of what point the shapes should be hidden and at which angle they need to enlarge to keep things proportional. With up to one-hundred-and-sixty polygons on screen you can approach



An early rendering of the Stealth fighter in its basic incarnation.



# F-19

#### A JAM leader prepares to fly

ste the skill involved in keeping track of them. Most of the space craft and structures have been created on a frame-grow editor, allowing full control over all sub-structures.

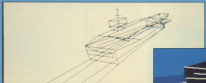
Better than the usual dog fighting, F-19 goes for the sleek and deadly sides, dispatching enemy radars, turbines and installations.

**Y**ou'll be piloting a plane whose main ability is actually giving off as low a radar signal as possible.

When it comes to releases there'll likely be hundreds. Microprose claim that they're aiming off lower but quality releases this year — F-19 will be the first of their \$29.99 "premium price" products — and tell us that well-researched products are going to be their hallmark.

F-19 looks as though it's going to one of the smoothest, fastest, complete flight games yet to appear on the Amiga. Microprose promise it will be unlike any other flight simulation around, and from what I've seen I'm inclined to believe them.

The early wire models have been designed as a custom-built editor and then rendered.





## THE TIC-TAC TILE GAME

It's simple in concept and easy to play. Catch the coloured tiles with the paddle and flip them into the bins to make same coloured stacks, diagonals and rows of three. Sounds easy? It is! The hard part is pulling your self away from the game.

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## TENGEN

*The Name in Coin-Op Conversions*

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk), Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

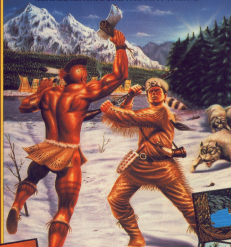
Programmed by: Design Software Development Ltd. (Atari ST & Commodore)  
Published by: Domark Ltd, 100 King Street, London EC20 1EN. Tel: 01-736 2222

## DOMARK



# COLORADO

100 SCREENS OF BEAUTIFULLY ILLUSTRATED 5D ARCADE ACTION.  
CANOE THE DEADLY WHITE-WATER RAPIDS OF THE COLORADO AND  
AXE, KNIFE, SHOOT, AND BOMB YOUR WAY TO A FORTUNE!



Colorado (1990). Errol O'Hara, a prospector trapper, canoes up the South Platte river in search of adventure and riches.

Deep in the wilderness, he meets a dying Cheyenne Indian, 'trying to buy him in the style of a Warbonnet. O'Hara is rewarded with an ancient map showing the way to the legendary Lost Gold Mine of Pecosbottom.

The route will lead him through Pawnee territory, the most fearsome of Indian tribes, across hostile wolf-infested land... and across the most deadly the terrifying white-water rapids of the Colorado in a flimsy buffalo-hide canoe... that there is no going back now for O'Hara is haunted by the scent of Gold.



Silmarils

AMIGA • ATARI ST • IBM PC





Impressions' tale of conflict and the colonies is now underway, and soon it could have you cooking your United life as you battle for your life and a king's shilling in nineteenth-century South Africa.

Rorke's Drift will be putting you in charge of beleaguered British invasion forces, which is holed out of a depot fighting thousands of Zulu warriors. The Battle for Rorke's Drift is not unknown—it featured in the Michael Caine movie "Zulu"—but the intention is to spend a lot of time and sweat making Rorke's Drift as accurate as possible in all dimensions.



So on, just rest, tell him what to do.

## RORKE'S DRIFT

Get us on an exclusive, we told Tony Dillon. "Only if I can wear a pith helmet," he replied ...



Learning the hard parameters ...

This has been the job of the programmer, Edward Grabowski. His work has included Atari's Dolphin Soccer Manager, Seventh Deadly and Sword and Shield. Grabowski himself ... and the world.

has written a number of wargaming books and is a tabletop wargame fan.

The screens we have are taken from an early working version of the game, and already you have a pretty

good idea of how it looks. "We've deliberately gone for the 'fun' look", explains Marketing Manager Jim Loftis. "We want to give the game a bit of character as well as the kind of attention Jim Loftis at Paradox.

to detail which means that each character requires eighty frames of animation to cater for all the running, shooting and hand fighting moves."

All of them will be individually controlled from any point in the game. Unlike most wargames, no "turn" will be involved, you'll just click on a soldier any time you wish to bring him into action or change his current strategy. And there should be plenty of characters to switch over. Out of your one-hundred-and-thirty-seven soldiers in the depot, thirty-six of them will be hospitalized and unable to fight, so you'll have to watch their backs as well as your own.

Rorke's Drift will be for the more serious games player but the idea will be to aim for relative ease of use. Look for a review in the next couple of weeks.

Eighty different frames of animation per man.





THE SKIES ARE YOUR HUNTING GROUND

# F2A RETALIATOR



"Outstanding (and for look at) with the fastest, smoothest, most detailed and realistic 3D graphics ever... but it's the sheer depth that makes F2A the best combat flight simulator I've seen."

The world of Retaliator is... giving intense feeling again..."

G. A. V. S. P.



"One of what you get in Retaliator and Retaliator II... brilliant action and a scenario depth that'll leave you gasping at ease... there are 10 different missions... Retaliator is more better than Retaliator, and it's certainly much longer to build new, and better brilliant together!"

"Retaliator II" (The 1991)



"Widely available, featuring graphics and an amazing depth of play... the best flight simulator I have ever seen (and there's nothing on the market for me that looks as it came along... it's a real simulation, it's an experience... it's a real flight simulator in the truest sense of the word." (The 1991)



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# BACKCHAT

## You had

I am well and truly fed up with the constant arguments for and against software piracy, as plans don't print any more or I'll have to stop buying CU.

Simon Alexander,  
Sussex.

Not really a valid point towards the pros and cons of piracy, is it. Until the seepage is wiped away, CU will continue to battle, as there.

## New Amiga

I read with great interest your third article on the CU-Amiga and wonder if you would care to clarify a few points for me. Firstly, will the new Amiga have a built-in disk drive as well as the CU unit? These small storage units will the CU unit provide? Will you be able to use existing Amiga software with it? Will it have a new version of Kickstart, and if so will it produce the same problems as Kickstart 1.2? Do you have a release date for it yet? Finally, which model will Commodore adopt, the A500 or the A500+ as I don't really have room for an A500+ if you could provide answers, I would be most grateful.

John Livingston,  
Oxfordshire.

Patience, patience. Commodore are holding all details of the new machine close to their chest, but we promise we'll have more details for you soon. You obviously won't be able to use any existing software which isn't CU. As we pointed out last month, the machine will be an adaptation of the A500.

## Overseas mags

Never mind the year 1990 (which CU finally arrived, we Amigas are ready to go British right now) we have this letter gets to print. We are breaking down those national

## CU LETTERS

Write to us at CU, 30-32 Farringdon Lane,  
London EC4R 3AU.

barriers with a competition for English magazines only. We frequently receive magazines from the UK with competitors that had expired months earlier! Will this one be for you?

We're offering you overseas readers a chance to win 1991 CU by answering a few easy CU-themed questions.

Here do you win? Just TAKE NOTICE of our three Australians typically easy questions:

1. What is the best way to give overseas readers off? Give months of labor about the magazine subscription (not coming-up and then not send it to your beloved overseas readers).
2. What can you then do to rub it in? Make a special overseas readers-only gift (from how much it then expires in days after?) (unsub).
3. How can you make it up to us? Use us as a free subscription.

Send your free subscriptions and entries to all overseas readers, wherever they live, worldwide. The competition closes three and a half weeks before you see this letter, but send me the free subscription anyway.

N. Stewart,  
Gillingham,  
Australia.

Oh, UK point taken, but honestly the magazine should have reached you in time. We'll try to do better with any future overseas requests, but for the meantime, just to show our kinder side, you've won the prize for the best letter of the month (that's enough kindness for at least three months — lol).

## Pipe Down

Is Tony Collins heads dead or something? He is one

of the most inaccurate writers I've ever come across. His 'review' of Pipemania was abominable. What he should have said was 'dull and unplayable' because that's exactly what it is.

C. Fale,  
Bilthoven.

Well we at Backchat thought it was a pretty good game, given you considered 'yourself' as being the one who is heads dead.

What is down the phlegm, says  
C Fale.



## Selling Yourself

We are two developers who have designed a game for the Amiga, at least the graphical part of it. We have been busy with it for quite some time now, and now we have reached the stage when we need a programmer. We need to contact software houses, but we do not know how to deal with them. How do you make contact and make sure they do not take advantage of you?

S. Alharous,  
Moffat.

We got a lot of the magazine each month, and Ian Harding, who worked for Ocean on the last Patrol has kindly offered to give advice to anyone in your situation, just so long as he's not overwhelmed with

requests. Ian's address is: 4 Abchurch Road, Redcross, Bristol BS2 0HT.

## Midi madness

I am interested in this page score, and as an owner of an incorporated A500 and a small Roland MIDI keyboard, I was wondering if there are any music packages you would recommend that would allow me to create songs like 'In my own way' or 'Hanging Tough' by The New Kids on the Block. I would like to be able to quickly and easily create pop backing tracks for my friend to sing over to hopefully release as a single. Any answers would be good. Stay with it.

Phil Harvey,  
London.

There are many excellent music packages for the Amiga, and if you want to use the Amiga as a sequencing device, then the best has to be Music 5 from Intermedia. However, as it seems you have no actual understanding of music or indeed any musical appreciation, you'd be better off loading the Amiga out of it and just plink away on your keyboard. As for recording success, I think you've got the wrong magazine. Stay with what?

● **SOFTWARE PRIZES.** We'll give software and a giveaway if you write the best letter of the month. This month's playing is ninety-six pages of Steve and Mike from Collins publishers. The 30 pages show how the conclusions don't in fact exist.





# The ARTIST'S

EU's major demo competition is well under way, and now it's time to meet the judges. Each one is an expert in his own respective field and each has considerable experience in the field of producing art and animation on the Amiga. There will be other judges too. The Editor and Mark Lewis, Electronic Arts' Managing Director will both be having their say — but in the meantime, we profile the artists involved and ask each one which of their contemporaries — in computing or elsewhere — they most admire.

## EU DEMOS COMPO

ALL OF THE JUDGES WILL BE ASSESSING BOTH PROFESSIONAL AND AMATEUR ENTRIES. EACH ONE WILL BE LOOKING FOR 1) GOOD IDEAS 2) ORIGINAL DESIGNS AND 3) HOW WELL THEY'RE DONE. TURN TO PAGE 21 TO FIND OUT HOW TO ENTER AND HOW YOU HAVE THE CHANCE TO GET YOUR WORK SHOWN ON TV.



### ROBERT PEPPEREL

#### JUDGE, SENIOR CLASS

**PROFESSOR** Amiga artist and video company founder. **DATE AND PLACE OF BIRTH** 20 OCT 1959, London. **CURRENT SOFTWARE PACKAGE** Protopix Pro, Turbo Dots. **FIRST AMIGA PROJECT** Entered at the International Cybernetics Conference in 1988 in Vienna. **ACADEMIC HISTORY** 1988-1989, Lecturer in Fine Arts at Queen's University, from 1989 onwards part-time Lecturer

*This figure's made of a thousand  
Scherkows. Digitized using Field  
Amiga. First images were created  
using Delta Field II with a single  
brush system*

at St. Fine Arts at Leicester Polytechnic. **CREATOR 1988** founded B.A.D. — a project to exploit the growth in CGH, graphics and video graphics in March 1988 with partner Miss Victoria Randall Harding, a multi-media production company which uses home movies.

**CURRENT/FUTURE PROJECTS** have working on Bone like a Cold, a CD video album for housewives Cuts Out your first Amiga virus at Britain's greatest The Pigeon on the Internet work in the pipeline for Channel Four to be produced in four months cyberspace collaboration with national television story line, also collaborating with American musician and painter Brian Burroughs creating representations of his paintings. **SO WHAT DOES HE RATE?** "There are people on the PC network I call Dave of — I called Peckles, the teacher demo, and then there are teachers, mostly middle-aged ones, they're very good at — Burroughs, for instance."





# ARTISTS



## SIMON HUNTER

(JUDGE, ALL CLASSES)

**PROFESSION:** Graphic artist with Bullfinch.  
**DAYS AND PLACE OF BIRTH:** 20th April, England.  
**CHOSEN SOFTWARE PACKAGE:** Quattro Pro.  
**SHINY MEDIA PROJECT:** Artwork for Police Software's *Dragon Squad*.



artistic, not to him, because from an early age on computers, started producing graphics from home, then through a mutual acquaintance at a school was introduced to France, who made him fully realise his artistic designs.

**CURRENT/FUTURE PROJECTS:** New job Police and working on that a platform game for Electronic Arts, and there's more work with Bullfinch in the pipeline.

**DOES HE RATE HIMSELF?** "There's this guy called Mike Perry who's worked in film and who's now on a contract with Palace — he's the best background artist I've seen and definitely someone to watch out for. It's not honest, though, I prefer looking at the stuff comic artists do rather than what the kids in the business are up to. Brian Stankard (Judge Dredd, The Killing Joke) is my favourite — he uses so many different types of material, and one minute he'll be gritty and down to earth, the next he'll be ultra futuristic. Lots of people hate him because he's inconsistent that way, but he's really atmospheric."

**Simon created Dragon's Breath using a photocopier in produce jet-set looks, a time-lapse on Canada as a reference for the city and drew the castle totally from imagination.**



## STAN HAYWARD

(JUDGE, JUNIOR CLASS)

**PROFESSION:** TV scriptwriter for children's TV and animation company.

**DAYS AND PLACE OF BIRTH:** Somewhere in the States.

**CHOSEN SOFTWARE PACKAGE:** System Line Tester from Chromwave (see instructions near as obligatory as it sounds, it's used in adverts and in Stan's work in schools).

**DOES HE RATE HIMSELF?** "Worked on 'Phantom Ace Cassini', 'Henry's Cat', set up Britain's first computer animation company in 1980 at Imperial College, London.

**Cultural/Artural Project:** Involved with schools projects for Commodore and made schools de-

monstrating how to draw with the Amiga.

**DOES HE RATE HIMSELF?** "I consider who I look like, and that's someone who's prepared to go out on a limb and do something different. I've seen a lot of imagination stuff done on the Amiga at art colleges — *Paranoid* is perhaps the standout. I suppose Richard Williams, who worked on *Winged Rabbit*, *Chico*, *Grillo* (Steve and the Good Pope) and *Stole* (Dorothy, who worked with me on *Henry's Cat*). About the boys, who's an experimental animator, and George Dunning, who directed *The Yellow Submarine* and who had a totally original approach to making films."

**The Beatles cartoon is a Stan Hayward's creation.**







# Castle Master



Introducing new 3D Action Adventure from Incentive, in partnership with Spectrum.

Incentive, the award-winning team behind the massive hits DWELLER, DARK SIDE and TOTAL ECLIPSE, have done it again! CASTLE MASTER is the result of years of work on their highly advanced Animated Solid 3D development system. It will catapult you into a world of fantasy.

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Atari ST: C-64: Spectrum: & Amiga: 60000000

Published by Incentive Software, c/o 1990 Plus International Ltd.

Published by Incentive Ltd, Ferry House, 11 St Mary Street, London SW15 1PL

Tel: 01-735 8554

  
**INCENTIVE**  
The Award Winners

## ROLL OF HONOUR

Incentive's past awards include

Cash Rewards' Awards

- Best Graphics

- Most Imaginative Game

- Best Overall Game

C & VG Golden Joystick Award

Commodore Computing International Disk

Award 1990 Plus De L'Innovation

Computer Industry Award - 8 Bit Programmer of the Year

**DOMARK**





# DEMOS COMPO

Send in your demoscapes and get YOUR chance to WIN a video recorder and camera PLUS the dizzy heights of TV stardom. Enter one of two classes — "amateur" if you are a total beginner or "professional" if you are already established and have had work published in magazines and/or PD companies, plus enter the junior category (up to and including sixteen years of age) or the senior (seventeen and above). You don't have to be a brilliant artist to enter — we'll be taking hard work and originality of thought into account — but if your demos stand out they could well be given airtime on the forthcoming Channel Four programme *SCULPT*. And the top entries will all be displayed at this year's EGES Show (formerly the PC Show).



CHANNEL FOUR TELEVISION

Be using any number of packages put together a short for the Amiga. How you prepare it is up to you, and you can submit your work on disk or videotape. Whatever format you choose we'd like a brief explanation on how you did it.

The CU Demo Competition is run in conjunction with Electronics Arts and the runners-up will each receive a copy of Deluxe Video or DPaint II. The competition runs from now until 3 September and we'll keep you posted on its progress.

#### THE RULES

- 1) All work is yours or that of your group.
- 2) All submissions must include an entry form.
- 3) All submissions must include a privacy note.
- 4) The judges' decision is final.
- 5) Entries should be produced using a megabyte or less (AMSD plus 1% meg expansion).

Please enclose a brief explanation of how you put it together.

Send your entries to CU Demo Competition, Priory Court, 30-32 Harrington Lane, London EC2D 3ALL.

#### ENTRY FORM: CU DEMOS COMPO

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone: \_\_\_\_\_

Age: \_\_\_\_\_

Amateur/Professional (please tick one)

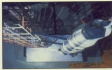


# DEMOS

Thanks this month go to Seventeen Bit and Virus Free, and of course Tobias Richter.

Remember our demo competition is running right up until the August issue, so you get your submissions in (with entry form) to CU.

RIGHT: BOMBOS, a space station from the Star Trek franchise by Tobias Richter.



LEFT: The USS Voyager is captured from a different angle — again — by T. Richter.

640 Ft. More animation from Tobias Richter. With the Star Trek theme again, this demo has the warp drive version of Gallileo returning home to the Enterprise. Available from Seventeen Bit, PO Box 83, Wakefield, WPT 100.







**EYES (AGE 17).** Digitized Reprogramming scans its host on the standard NewTech Demo Band 1. Available from Video Free PG, 23 Ellsworth Road, Windsor, W9 1LS.



**LION (AGE).** This aggressive looking lion watches the action pack in a simulated sequence on the NewTech clip.

# DEMOS





# READERS

**Who did you rate in 1989?  
Read on to find out if your vote  
came top.**



*Could it be a tieback in just your votes?  
Congratulations to the editors of the year for 1989.*

## BEST STRATEGY GAME

A pretty obvious winner: *Sim City* pulled over double the votes of its nearest rival. Which means *Mistral*, with less than half the votes of *Sim City* is the runner up.

## BEST SOUND

Archaeologists X Ka Ka Ka. *Spoken* it took the comic inspiration category for best sound. Meanest, but a long way behind, comes *Pygmalion's Blood Money* in second place.

## BEST GRAPHICS

Who made this year's third class? In a hard fought category you voted *Space Ace* as the most visually stunning game of '89, with *Shadow Of The Beast* in the number two slot.

## BEST ADVENTURE

*US Gold*, not overly famous for

adventures, take the top prize with their license of *Indiana Jones*, with *Indy* up against the Nazi regime. In second place is *Palace's Future Wars*.

## BEST SIMULATION

*Palace* scored home with over a third of the votes landing off all rivals. The inimitable *Kick Off* scores second place, only a few votes above *Stunt Car Race*.

## BEST SOFTWARE HOUSE

Talk about a one horse race. With almost 90% of the voting it's well out the (kick)apart! Ocean well and truly first, surprise surprise. Undoubtedly, Microsoft dragged themselves into second place, but with only 10% of the votes.

## BEST PACKAGING

Another forgone conclusion? *Shadow Of The Beast* takes third. *Paper Dream* and co. swept away

all opposition. Who said gimmicks don't sell?

## BEST RPG

Through the hell death pits of *Wing-Lung* is the province of Cuztill's name the darkness is the category. The honour of the

the same, it didn't seem to bother you though. *Op Thunderbolt* soaked twice as many votes as its nearest rival, *Ships*.

## BEST COIN OP

Though not overly popular with the software press, *Clash HQ* is



*Clash took up an another award with *Operation Thunderbolt*. Arcade conversion of the year.*

ancients is bestowed upon *Dungeon Master*, final champion of champions!

ramped in a decisive victory, closely followed by *Shiner* and *Op Thunderbolt*.

*Clash HQ* is, believe me in the arcade.

## PROGRAMMER /TEAM OF THE YEAR

The Straps. Who star? Trailing in their wake, teams such as *Bulldog* and *Onomastus*.

## BEST COIN OP/ ARCADE CONVERSION

*Clash*! A bit of a rock up. Both categories, of course, are one and





# ERS POLL SULTS

## BEST ORIGINAL GAME

*Jim City* scored highest here. Planning and architecture seemed to go down just as well with the G4 buying public as the staff who played it. *Cyberpunking* in its way into second place was *Microsat* taking interphase.

## GAME OF THE YEAR

*ALICE* (DPP) it is! Here, *Over to Brian*: "A remarkable effort. Just when it looked as though it was all over they pull this out of the bag!" *OP Thunderbolt* shot its way into a firm second place.

*A beautiful one, complete with a Tyler*



## BEST TV PROG

Thankfully, *Neighbors* could only manage fourth this year (and that was tied). In the meantime *Sledge Hammer*, an every day story of cops, schizophrenia, comedy and guns smashed its way into first place. Chasing up the rear was the Sunday evening soap, *Wonder Years*.

## BEST FILM

In a surprisingly close call, *Hammer* escaped through on wing and catering. Once again *Ocean* can claim credit for licensing the top film. *Mat* Gibson's *Lethal Weapon II* and Bruce Willis' *The Hard* both slugged it out for the runners up position, but with no clear result. Tied on points.

## THIS MONTH'S AMIGA CHART

TM CM

1	ME BOMBER	ACTIVISION
2	35 TREASURE ISLAND DIZZY	CODEMASTERS
3	2 OP THUNDERBOLT	OCEAN
4	1 CHASE HQ	OCEAN
5	25 ADVANCED SH SIM	CODEMASTERS
6	9 KICK OFF	AVCO
7	6 SHADOW OF THE BEAST	PSYGNOSIS
8	38 UNTOUCHABLES	OCEAN
9	18 TURBO OUTRUN	US-GOLD
10	ME RAINBOW ISLANDS	OCEAN
11	34 FUTURE WARS*	DELPHINE
12	8 DOUBLE DRAGON 2	VIRGIN
13	ME DRAGONHEN	INFOGRAMMES
14	4 GHOSTBUSTERS II	ACTIVISION
15	ME MAGNUM 4	OCEAN
16	3 HARD DRIVEN	DOMARK
17	ME CAPTAIN BLOOD	SWAN 16
18	15 POPULOUS	ELECTRONIC ARTS
19	ME DRUM STUDIO	PLAYERS
20	18 SIM CITY	INFOGRAMMES

## BEST VIDEO

"...creatures that graduate inside human bodies and have concentrated said for blood." *Yes* *Alene* romped home as video of the year. *The Hard* takes another runners up position, poor Bruce.

## BEST ALBUM

*Proddie* and friends were said to have been awoken with emotion at the news of this most prestigious of accolades. Not much *Kyle Minogue*, though, and even less *Jayson* in a category that ranged from the lyrical musk of *Slayer* to the grinding riffs of *Clash* *Exile*.















Aperture of many kinds. This one looks pretty nice.

**T**his is a game with nearly everything a reviewer should fault it. It's a conversion and it has more Ninja per screen than you could ever begin to imagine. But it's not just a cloned beat 'em up — Ninja Spirits is actually pretty nice.

As usual, the pool doesn't hold much water. Run around killing Ninjas, jump off the end-of-level guardians. All pretty simple, but fun...

The first level starts off with Ninjas suspended from trees hurling missiles at you, Ninjas under the footboards trying to pry you with spears, and the inevitable horde of Ninjas who run from right to left and get in the way. To help you do them in your own little Ninjas come equipped with swords, bombs, shurikens and razor blades on a rope. Each weapon comes in useful in certain sections, with the computer advising you on what's best to use

# NINJA SPIRITS

Give paper like, they fly.

Activision  
Price: £24.99





# AMIGA

## SCREEN SCENE



Some scenes like Khai, God of Death and Destruction.

when you do the unsavagely necessary job.

Once in a while, gold Ninjas appear. Killing one of these results in a token being dropped, giving you either increased



Bring on the tilted backgrounds and the light on the rope bridge.



weapon power or a Ninja Spin. Basically this is an exact duplicate of your character which moves in time with the original and which is impervious to damage. Another useful add-on is the fire rope. This

makes you pretty much — but not totally — invulnerable.

The end-of-level guardians are surprisingly varied. Level one contains a drinking well (one which surprise surprise) are Ninjas! La-

### Starting death in the first.

ter levels feature teleporting Ninjas and a very large one, complete with added peasants to join it.

Controlling the main character is surprisingly simple, despite his array of weapons. My only gripe is that some sections are almost impossible to get past if you've lost your extra powers. It's a matter of honing your skills so you don't lose them in the first place.

Other levels feature ladders, Ninja prisoners, cannons, and cliffs. To keep the action going there are vertically scrolling sections which break up the potential



Clips! Here comes a friend!



Here come the Ninja populations.



Up the pole or out the side?



Further than average best run up.

monitory. From the great things are tough, maybe a bit too difficult, but offer a lot of practice you can live with it. Ninja Spirit is neither graphically or sonically outstanding. On the other hand it's a good conversion of a not-too-hot arcade game. Well programmed, good run and containing lots of action. Well worth checking out.

Mark Patterson

SOUND	84%
GRAPHICS	79%
PLAYABILITY	89%
LASTABILITY	87%

# 87%



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# CU NINJA SPIRITS COMPO

## COMPETE . . .

AND enjoy the culture clash with our Ninja Spirits compo.

Career on-road or even off-the-streets by winning this mountain-style bike from the Ninja corporation. All you have to do is to tell us the names of the Ninjas' secret art. Is it

A) Ninjitsu, B) Ninjaiso, or C) Nijinski?

Answers on a postcard to CU Ninja competition, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU to arrive by 26th April. There'll be twenty copies of Amiga Ninja Spirits for the runner up.







*Gun 'n' Andy go bustin'!*

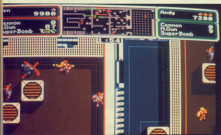


*The timer's out, you're done your job.*



*Once you've found the TNT...*

# CRACKED

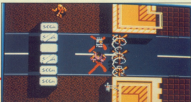


US Gold's world of drugs, espionage and espionage blows its way onto the home computer. The intricate web of drug dealing forms a hierarchical empire. At the bottom, you have your carriers and your corner shop dealers. Then you move up to the big dealers, exchanging

*Place the bomb on 'X'.*

*The barriers can be lifted.*

US Gold  
Price: £24.99







AMIGA

SCREEN  
SCENE

Two-way, split screen.

The key is the bomb.

# KDOWN

large amounts of illegal substances for even larger amounts of cash, and at the top you have your Mr. Big, who sit on the dock and gaze. These reticent masters of crime need somewhere to hide out and stash the "stuff." They think they've got away with it. They think. But you are no ordinary cop. You may be called Ben and your partner called Andy, but there's nothing mundane about your work — as you go undercover and blow up the villains' bases.

In a nutshell, Crackdown is a high quality, split-screen disaster story, with great graphics and a generous dollop of playability.

Travel around each building, represented by a top-view, right-way scrolling play area, planting time bombs.

Amiga is extremely limited, so you have to pick your targets carefully. Some are unarmed, so it's often a good idea to get in close and dispose of them with a well-placed MIA.

Without a doubt, the graphics are intricate, although it's a little too hard at times to pick out certain detail. But even though the split-screen playing area is small, the scanner assures that there's no problem with things off screen killing you before you get a chance to see them.

Approach this game as a piece of light entertainment with just the right difficulty to keep you playing for a while. It's definitely worth a shot.

Tony Dillon



SOUND  
GRAPHICS  
PLAYABILITY  
LASTABILITY

79%  
83%  
85%  
82%

85%

At times, going undercover can mean going into red.







# TOWER OF

The spider's ready for action.



**N**ot a licence from the Old Testament, instead a puzzle. Not your standard Mines and Sappers, this time you get a high tech spider and life.

There's no fancy plot, Tower of Babel just requires gently solving in a rather peculiar way, using three robot spiders: a Pusher (for pushing objects), a Zapper (for shooting objects), and a Grabber (for collecting things). These can be viewed from first person perspective, or from behind. In turn the whole tower can be viewed from a distance, essential to get an idea of what you're going to run into.

The puzzles vary from the easy (just one spider and kill one creature) to the downright tough (three spiders collect three objects, destroy three others, with a time limit). Apart from collectibles and destructibles, laser cannons cause a lot of problems, as do teleporters, which aren't just there to make life difficult, but are integral to solving the puzzles.



Rainbird  
Price: £24.99





An alternate eye view.

Get another obstacle.



Each spider is controlled in the same way, either one move at a time or in a programmed series which is used in the later stages. The moves are simple left/right forward, up and down for lifts. The real skill is using the spiders in conjunction with each other. You have to make sure yours is in the

right place to achieve a particular part of the puzzle. Having the other two capitals in this situation isn't easy.

The trickiest thing about the game is getting used to the way its various elements are connected. Being in the right place at the right time is a help, but you need to



A deviously named level.



AMIGA

SCREEN  
SCENE

Leaves and mice.



Fear hit probler.

later a general overview of the game. This means constantly re-training your traps to work out who does what when.

It's not just a case of collecting things. Guns need to be desol-

ved and alien need to be shot. Unfortunately, sometimes the situation warrants the sacrifice of a spion.

There are stacks of options to make playing the game easier,

from adjusting your view of the spions to changing the graduated tint on the skyline. Most radical of all is the designer. If you become bored with the normal towers you can alter them or rebuild them from scratch. You have full control over the colour palette, every single object and four rooms with which to build.

Tower of Babel takes puzzle games one stage further. It's a variety which makes it an attraction. Each section contains some very sticky problems, and when they finally appear you have to move fast to rig them in the last.

Tower of Babel has stunning graphics. The 3D works very well and it's fast, although it sometimes makes playing a little bit confusing, especially after your umpteenth jump on a teleporter.

This is an excellent game, not just for puzzle enthusiasts but for everybody who fancies a few weeks of mind-bending puzzles.

Mark Patterson



SOUND 83%  
GRAPHICS 90%  
PLAYABILITY 83%  
LASTABILITY 83%

93%





# Castle Software

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## AMIGA CLEARANCE

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Double up with action.

AMIGA

SCREEN  
SCENE

# Lost Dutchman Mine

**B**ack in the days when men and miners had rights the gold rush was in full swing. This particular tale is one of money, donkeys, and yellow metal.

LDM follows the fortunes of a deceitful prospector whiling out his last few months attempting to find a highly profitable, sometimes mythical, and definitely lost mine.

The game's presented on two main screens. A large map of the surrounding area is used to help navigate the ancient mine's tunnels, mines and towns. When the miner is digging or panning for gold, or he's in the town, a close-up screen is brought up showing the miner and his immediate surroundings.

Being as you're playing an OAP, you're quite prone to the ailments. The temperature extremes in a desert go from bloody hot at midday to freezing cold at midnight, so a canteen, some food and a set of a long Johns are available from the local store. Buildings in the local town include a bank, an old western saloon, the jail, doctor Red's and the all important assayers who'll value and buy your gold off of you.

Buy your this week's games.



Until you work out where the mines are most of your time is taken up knee-deep in the local rivers with panning for gold nuggets. But not everybody's as nice

as our mine friend though, there's the constant threat of bandits — after all it is the west and it's most definitely wild.

Unfortunately, there's not too

much of a game in there. It tends to lose a bit on playability through repetition. For the most part it's one man and his donkey against the elements, happening back forth between river and town.

The graphics are smart, like backdrops and digitised characters add to the presentation. However LDM features one of the worst pieces of music I've heard — a horrendous cacophony of off key warbles and clanks.

A pretty non-descript game, but will find favour with the Sunday afternoon games players who are perfectly happy to sit back and admire the scenery.

Mark Patterson



My, Gee Benites.

It's this game in my bed too you see...



Magnetic  
Images

Price: £24.99

SOUND 65%  
GRAPHICS 76%  
PLAYABILITY 72%  
LASTABILITY 85%

69%



# Computer Computer Computer Contriver Computer

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Contriver (Europe) Ltd







The dash is in the offense, your ball carrier is cool — yet, you're in the running

**B**ork Bork made it to the twenty-fifth century. American football lasts to the twenty-first. His most human players, just battle armoured robots slugging it out with an explosive ball and a lot of spare parts.

Some of the basic football rules still apply. Getting the ball into the opponent's end results in a touchdown, and there's a Quarterback, offense and defence and lots of different strategies.

The first significant change is the ball. It gets hotter and hotter until it explodes. In a normal game the attacking team has four attempts to move the ball forward ten yards, or the opposition gain possession. The idea is to move the ball forward towards a "Ter-lux", or sending the ball down again while the attacking team steam forward.

On the offense you start by controlling the Quarterback. Avoid the oncoming defence and pass the ball to a receiver further up-field. Once the ball is released, control is given over the player



A lookback of your team starts, ends, balls 'n' all.

most likely to complete the pass. Then it's a matter of getting as far up-field as possible.

Strategies are broken down into two groups, running and passing. Each group will have a different strategy according to their position on the field. A passing play is equally the most likely to succeed, though it's impossible to predict the sort of distance you'll gain. However a running play usually

gives you the distance you want, though it's tough to successfully negotiate one.

Defence is broken down into short, medium and long plays, corresponding to the sort of distance you're expecting the opposition to try for. For instance, a short play would be good for getting in really close and tackling the Quarterback; if it fails there's every chance of a long toss for

the offence.

Scoring and completing plays earns the team money, essential when you run a team that's prone to exploding or breaking down. It's pretty difficult trying to play when you can't afford to field a full one.

Cyberball offers an interesting alternative to the traditional sports game. There's enough American football to keep it recognizable, and enough variety to keep it interesting. An ambitious idea which is pretty good fun in the lean period between football seasons.

The only problem it really suffers from is a lack of speed. All told it's enjoyable but I can see it growing stale in the not-too-distant future.

Mark Patterson



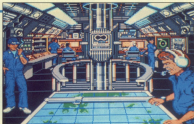
Your many, varied positions

Domark  
Price: £19.99

GRAPHICS 71%  
SOUND 76%  
PLAYABILITY 83%  
LASTABILITY 74%

75%





The centre of your submarine actions.

# 6888

## ATTACK SUB

**I**f you're one of those people who thinks that a submarine is a loan you get off is Cockney, then you probably think that

Electronic Arts  
Price: £24.99



"Yes, leaving the 'play' of the water all day get p...



submarine simulations are dull and boring. Think again. Not only does 6888 A.S. have enough trigger happy action to keep you happy, it also has a depth of playability that even HMS Commander couldn't match.

I don't care what the Admirals of the world may say about the submarine's surveillance and



The surveillance 'captor' has order for you.





small capacities, to me, a suit has always been a big guy thing that pops out of the water occasionally and kills everything in sight. The game doesn't claim to be an accurate simulation of the U.S. 500 and the Russian Alfa class suits. But it certainly gives the impression of being an accurate insight into the workings of a suit, showing you exactly how to mount and how compliance missions are created and

As Captain of either of the two submarines, you have to complete a series of missions, ranging from the small, such as shelling off an opposing boat, to full scale participation in a battle with the

The game is controlled from the main deck of the ship. You can move around to various stations by clicking on them and give orders to the crew. This is not as simple as it sounds. Just moving requires you to tell the navigator where to place waypoints and the pilot the speed and bank at which

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**Health** is the name of the game. Attaching health is a very tricky thing to do if you want to remain unseen, as you have to come up to 30 feet and raise your periscope to achieve visual confirmation. More often than not, an enemy helicopter will be waiting for you when you surface and will sound the alarm. Once your cover is blown, you're in trouble mode.

The graphics are brilliant. Almost all of the patterns in the game are digitized, and the views from the perspective when attacking ships can be very impressive indeed. The animation rate is too slow, but the number of frames of animation, but with a game like this, who needs silly smooth animation?

The sound is stunning, too. All effects are sampled, and very atmospheric, though I'm not too sure about the happy wedding speech giving you messages such as 'We've been till we're a

[illegible]

I had a lot of fun playing this and when I was finished, it's nowhere near as involved as *Flas! Boom! Bang!*, but it is an atmospheric product, and a highly exhilarating one at that. But I would advise you check it out if you're after something to take the train.

[illegible]

SOUND	87%
GRAPHICS	90%
PLAYABILITY	85%
LASTABILITY	81%

# 86%



AMIGA

SCREEN  
SCENE

## HAMMERFIST



Hammer fist pillar!

Scots doing isn't all his.



**F**orged from the hearts of Mav Disc (father of the Last Ninja), John Tredley (man of many a high score table), the animator Hugh Riley and Amiga programmer Andrew Bond, Hammerfist is Vivid Image's more

than worthy first entrance to the Amiga market.

Hammerfist is an out-and-out arcade game, with a suitable arcade plot. A wrinkle-faced megamonster known as the Master is grabbing all the world's top talents and turning them into obedient holograms. It's down to



Magistrate in every sense.

And that's Hammerfist. There's not a lot to it, but what's there is superb. Hammerfist is bright, well coloured and full of action. The sound is pretty smart, too, with a euro-top line ringing out of the speakers.

One game that could be con-

Ser't worry, but when can't farm you.



Take out the computer to open the door.



Hammerfist and his counterpart, Metalist, to overthrow the Master. The Master is hidden at the end of one hundred and twenty-eight screens, each one of which is different. To start with each room is locked. The security locking system will only deactivate when enough objects have been destroyed, freeing Hammerfist.

Blowing it room apart can be done in several ways. Method one is to run about blasting all the aliens, robots, fish and plant life,

Method two is pretty much the same, except taking time out to wreck computers and furniture.

Hammerfist is truly the man for the job. Armed with a laser spitting glove that doubles up as a jack hammer, he's deadly. His main drawback is that he's about as athletic as a tree sloth. So when it comes to jumping about and somersaulting a quick job up on the joystick transforms Hammerfist into Metalist, his highly agile female alter-ego. A ter-

rated to coin-op and survive. Fast, furious and pretty damn good. You can't afford to miss it if you're a serious arcadester.

Mark Pattinson

Activision  
Price: £24.99

SOUND	70%	88%
GRAPHICS	82%	
LASTABILITY	80%	
PLAYABILITY	84%	



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**Figure 1**

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The first correct entry from the accumulated mail will receive a £100.00 Software Voucher which will be exchanged for Computer Software. All entries to be returned by 31st May 1990; prize winner will be notified direct and released in this magazine.

[illegible]

1000

† Transmembrane proteins are not cleaved in C-terminal. Most of other proteins

STEFAN WITTE, *Stellenbosch University, South Africa* & *University of Cologne, Germany*

Received 10 May 2006; accepted 10 May 2006  
Published online 12 June 2006 in Wiley InterScience (www.interscience.wiley.com). DOI: 10.1002/anie.200600500

[illegible]



AMIGA

SCREEN  
SCENE

Daylight in the future.

**I**'ve heard of crude, cartoonish battles, but this has to be the closest an Amiga game has come to the GT version that I've ever known.

Scramble Spirits is very similar to another game by the name of Flying Objects, similar indeed to almost any other vertically scrolling shoot-'em-up that allows you to drop bombs on tanks, fly over sea, land and lets you collect extra weapons. Scramble Spirits lacks originality.

Except perhaps for forcing away the trappings of light entertainment. Indeed, it only takes a moment or two of joyless tedium to bring home just what a dead end you're run into.

The graphics are small, blocky, coloured in a harsh, almost childish way and have no frames of animation at all. The slowest movement you can make seems to be six pixels in any direction.

The sound is confined to a dull, 'plinky' tune. A game like this ought to conjure up the thrills and spills of aerobatic purples.

Instead of reaching for the sky, the gameplay drops like a stone. Because of the jerky, almost unpredictable way your plane handles, it is frustratingly hard to actually avoid anything when it comes to tight situations. That, coupled with the speed of the enemy and their bullets means it

# SCRAMBLE



Up and over.

# SPIRITS

Playing and killing — Scramble's game.



is almost impossible to get anywhere. The end sequence could be the finest piece of 16-bit programming broken to ruin, but what's the point if no one will ever see it without a cheat mode?

Tony Dillon

**Grandslam**  
**Price: £19.95**

SOUND 52%  
GRAPHICS 48%  
PLAYABILITY 43%  
LASTABILITY 33%

**50%**



**PREMIER MAIL ORDER**[illegible]

<sup>†</sup>These material<sup>†</sup> are not yet available and will be sent on day of release

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AMIGA

SCREEN  
SCENE

*Singe's last and one of his truly best*

# SINGE'S CASTLE

**W**ell, another Demolition game? This one, actually, has a surprise up its sleeve.

Dragon's Lair and Space Ace both featured excellent graphics and fantastic sound digitized from the laser disk arcade machines. However, the lack of game play reflected in the maddening ratings it received in the software, although this was by no means the case with the Gallup charts.

Singe's Castle improves upon its forebears, though, with the aid of these difficulty levels and a small town box. The first level is easy and only eight stages long. The small box at bottom of the screen flashes up the appropriate joystick move a second or so before it's required. On this level it only takes about half an hour to go right through (although you don't get the finishing sequence). On



*See that and that and . . .*



*So what do you think of the catch?*

The intermediate section there's fifteen stages and even less time to complete the moves, (and to end sequence). The hard level has twenty stages and you need to be able to have remembered all the moves from the medium levels, and you need to have got

second timing to complete the new sections which appear. More importantly, if you complete this you get the cartoon show at the end, which is well worth seeing.

This does wonders for the game. It manages to drag itself out of the swamp of mediocrity

software, brushes itself down and becomes quite presentable. The addition of difficulty levels, decent presentation and the little help box makes an amazing difference.

Naturally the graphics are very good indeed. The short animation sequences have to be seen to be appreciated. Unfortunately the graphics lend call for an impressive two-player mode, one to play on one to goggle and say "Did you see that?" Again the sound is sampled straight from the arcade machine.

All told it seems to have got the laser disk conventions pretty much of pat. All it takes is five disks, ten drives and may to get everything running smoothly. Well worth checking out.

**Mark Pattinson**

We reviewed Singe's Castle with one megabyte and two drives. Although the amount of drives doesn't actually affect the gameplay the lack of memory expansion does. Unexpanded Amigas will not feature sound or some of the graphics effects and the maths would be limited accordingly.

Entertainment  
International  
Price: £44.95

SOUND 85%  
GRAPHICS 94%  
PLAYABILITY 76%  
LASTABILITY 89%

**73%**





The transporter to the underground complex. Now how do I work it?

# INFESTATION

Star Trek transporter room.

There's something lurking out there!



"If you want to get a head, get a good one!"



Psychosis  
Price: £24.95







Looks like one mother of a monster!



Whoo!

# TION

**W**HAT? No, that's T-ion? Oh, well, with a game this good who needs a T-ion? In-

Intestion is all about a small space colony that has been invaded and destroyed by a band of marauding aliens. You, Captain KAL SOLAR (to be pronounced in a big booming voice) have to travel alone to the colony, get inside the underground system, seek out the eggs, destroy them and then activate the planet by setting the nuclear power source to critical mass. Well, there's no harm in making sure none of the nasty little critters get away, is there? What's a mere planet in this day and age?

The aliens aren't what you're likely to come up against. Alone on the surface of the planet you find yourself being attacked by lots of scuttling little spiders and non-revolving large killer robot guards. Work out how to get underground — I'm not going to tell you how — and you'll find there are many other hazards to deal with. Many of the areas are radioactive. There are robots and computer systems turned haywire and hostile. Even simple things such as doorways can cause death. In most cases you will walk through two sets of doors, joined by a short passageway. To open the second door, the first must be closed. It's all too easy to try and open the second

not realising that you're stood in the path of the first one and ... blast!

Your task is made slightly easier by your space suit. It provides you with oxygen when there's none, shields from heat and radiation, is shoulder-mounted laser rifle and an on-board computer system that gives you lots of wonderful tips such as a complete navigational system that allows you to find your way through the labyrinth of tunnels and doors. You also get a notebook, complete physical analyses at a glance, an inventory and of course those ever important laser rifle sights. The problems? The suit only has a limited oxygen supply and a limited battery life, both of which have to be constant — is topped up by collecting the special pods which later the computer.

The graphics, in particular the stunning title screen, are amazing. They're not as superb as Commander Keen or Sinsplade 2 but they are very detailed and there are a hell of a lot of vectors on screen at any one time and they do move quickly. Not only does the graphics system do everything that Perspective has ever promised to do, it does it ten times better. The feeling of realism is incredible. It

doesn't happen right away, of course. For the first hour or so you play, it's just a game, but once you start getting places, the feeling of 'actually being there' is overwhelming.

One room actually made me tremble. In one corner, there is a skeleton; in another there is a battery for your suit, and, step bang in the middle is this huge floating head with glowing eyes that always tries to face you. It can tell you on contact, but doesn't ever move towards you. It just hovers menacingly in mid-air. I swear it's ever moved. I'd have a heart attack. The ventilation system worked me too. After ten minutes of crawling along the seemingly endless maze of tunnels, I had to remove my helmet, regardless of whether or not there was oxygen. I'd rather die from asphyxiation than from claustrophobia.

Cute little Intestion is an incredible game. I haven't got as far as to say it's a game that every Amiga owner should have. And every ST owner too. Truly a top-notch release.

Peter Dillan

## Start class returns



**SOUND** 82%  
**GRAPHICS** 94%  
**PLAYABILITY** 94%  
**LASTABILITY** 92%

**94%**



AMIGA

SCREEN  
SCENE

These tanks are great, so don't shoot.

# SHERMAN M4

It's a Ferrari, any day.

**F**alling somewhere along the lines of an arcade player's Tank Battalion, Sherman M4 gives you the opportunity to sleep between the metal sheets of a Sherman M4 tank and take command of an attack platoon.

I must admit, I was a bit dubious about the arrival of yet another tank game, however, all fears of the word "landscape" were disintegrated in a blaze of camouflages. Sherman M4 is very cool indeed.

A standard platoon consists of four Sherman tanks and a couple of jeeps. If you're lucky. You'd better look after them, because they're the only vehicles you have through the campaigns, which can have anything between five and eight missions. The jeeps are unarmed, and therefore are only really useful for spying on enemy operations. They aren't particularly resilient, so you have to take extra care with them.

The tanks are great fun. Each one can take quite a bit of knocking about, so long as you don't



A bridge too far?



What are 'Demils'?

drive them over mines. The graphics aren't the most complex, flat vectors I've seen, but they are some of the fastest. The use of a sprite horizon makes the landscape quite impressive, despite the small offering of landscape features. A few trees, a couple of enemy bunkers and a river here and there seem to be all there is on offer. That said, if I get caught in a slump of trees again, I'll scream.

M4 Sherman is very straightforward. The relative ease of play

means that you can get stuck in immediately, and once you've had your bundle around, blowing up trees and churches with gay abandon, and you begin planning strategies properly, wild horses couldn't drag you away.

This is an extremely good game. A clear winner for US fans, and a game worth buying if you're after a fun strategy game, or a fast 3D blast along the lines of Battlezone.

Tony Gilman

US Gold  
Price: £24.99

SOUND 81%  
GRAPHICS 86%  
PLAYABILITY 85%  
LASTABILITY 87%

86%



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AMIGA

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SCENE

# HIGHWAY PATROL 2

Aim, fire, and drive.



The graphics are great — especially the horizon.

**N**o, nothing to do with the original Highway Patrol from Vortex, but a whole new breed of Highway Patrol. Can there be any job so physically and mentally demanding as a highway cop? Driving for hours at speed with only the law and a powerful handgun for protection, you'll certainly be large sums of money for every criminal you catch.

You're a rooster cop trying for promotion and eagerly awaiting all the perks that come with it. To gain it you have to stick to the rules and get the job done correctly.



Turning for a turning.

By blazing across open country and opening fire on any car that gets in your way is just one way of not doing the job correctly.

Of course, before you can stop the enemy car in just those style by overtaking it and skidding to a

halt to block the road, you have to find it, and that's no mean feat in itself. The map of the landscape is huge, and full of lots of little interconnected roads, so constant monitoring of the sagittal map is a necessity. Not only do you have

to keep track of where you are, you also have to keep an eye out for where the opposing car is, and try and work out some feasible way of getting to it. All this while driving. It's tough.

The old graphics are very impressive, the lovely graduated horizon gives a wonderful feeling of distance, and the other cars are large and really detailed. The only real problems add in when the thing starts moving. The update is appalling, and that's only on the roadway. The update of the other cars is even worse. There can't be any more than six frames from horizon to near distance, and when the cars turn, I'm really reminded of the ill-fated Crazy Cars.

The sound, on the other hand, is pretty good. The tune that enters the game is a bit weird, but the in-game FX are great. Hair flaps, sirens whine, and the sound of your bullets striking opposing cars and each other.

It does provide some fun, though I find the overcomplicated map system a little off putting at times. Worth a blast, but with smoother handling and perhaps an in-game map it would be worth buying.

Tony Dillon

SOUND	78%
GRAPHICS	72%
PLAYABILITY	67%
LASTINGLY	64%

# 64%

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AMIGA

SCREEN  
SCENE

Each level has a number of balls you have to make disappear within a certain time limit.

# E — MOTION

**T**he 'New Age' arrives in software. At last the Amiga can boast a game you'll be proud to lend up when your crystal ball-gazing comes round to look to your collection of Brian Eno LPs. *d-Motion* is one of those games in which gameplay is everything — *d-Motion* is very much back to basics.

Like all the best games of its kind the idea is a simple one. You have a ship — and by manoeuvring it in an Asteroids type manner, you have to knock pairs of



For good reason some of the balls are attached by elastic.

To make sure it's hard there are obstacles to avoid.



matching balls together to make them disappear. It, however, you send different coloured spheres sailing into each other, you're rewarded with another one you have to get rid of. As game-plays go, it requires dexterity, subtlety and restraint, so if your idea of a good time is a few rounds of *Master II*, it's quite likely that this isn't the game for you. Fairly, *d-Motion* can be totally irritating, you can't just about to complete a difficult manoeuvre and a little misjudgement or slip of the joystick can give you havoc as much work as you started with. Then again, it's also highly addictive. *d-Motion* is that sort of game — an original.

With credit to the programmer, *d-Motion* has real character. Everytime you collide with anything there is a symphonic clanging which adds to the 'artistic' atmosphere and the brightly coloured screens are as easy on the eye as possible. The complexity of the levels is nicely graduated. There are bonus levels and plenty of variation on the theme, so it's appeal should last a lot longer than the average piece of software. After a few hours of dabbling with the game, I got the feeling that although *d-Motion* is original, stylish and highly playable, there's something about it that makes it fall short of being a true classic. It could be that it's a little long for my tastes, dare I say a little petty. I'm just not sure that the effort involved in getting through the game is worth it. All I can be sure of is that after reviewing it, I have an irremediable urge to reach for a Napalm Death tape and give the volume control a severe yank.

Mark Holey

SOUND 85%  
GRAPHICS 68%  
PLAYABILITY 65%  
LASTABILITY 78%

74%

US Gold  
Price: £24.99





The corner kick (top), Kick Off style.

**H**ow many times have we lost at Kick Off and said "Oh, I must have had a 10 a 1 team."? How many times have we been faced with a far superior computer team and related what we could have done (something about it? Well, no more, Player Manager has finally arrived, and it's far better than I ever expected).

A logical progression from Kick Off, the core of the game contains basically the same. After all, the centre of any football management game is the match itself, and what better thing to play than Kick Off?

As the title suggests, you're a player-manager, much along the lines of Kenny Dalglish's role in Liverpool, so really you have two games for the price of one.

Make no mistake, it is Kick Off plain and simple, with one or two variations. For a start, each player is now strongly affected by injury and stamina levels. Bring a player

down once too many and he'll limp off the pitch and be rendered out of the game for a few weeks. Stamina is another crucial factor, as your number 9 striker may be able to out-run anything on the pitch, though he may have trouble keeping up with the opposing defenders after half time. For the first time in a football game, those rows and rows of little statistics actually seem to mean something.

You only play one player against the computer, which is a bit of a let down when Kick Off is concerned, but the computer is no push over. Each team plays differently and is composed of different skilled players, so studying form and playing strategies is of vital importance if you want to get anywhere.

But where PM really holds its own is on the management side. Here, in amongst all the detailed form sheets and generous assessment of intervals, is where all the important decisions are made, starting right off with who you are. There are basically two roles you can play. The first, and probably the easiest, is the true managerial role, in which case you can play the whole team, as in Kick Off. The other role, and one I find a bit odd, is the role of a true player manager, where you still make all the managerial choices, but can only play football as one member of the team. No more passing to yourself across the pitch, as it were. In this mode, you can only



You can't play two-player — it's you against the computer, but, hey, it's tough!



**F**ootball is quite a popular subject at the local EMAP water hole, and there are many usually quiet members of staff who suddenly become amazingly articulate at the first mention of football. A night in the pub with Mike Patterson can turn into quite an educational one. For example, did you know:  
The fastest own goal in league history was scored

by Pat Kruse of Torquay United in around 10 seconds after kick off?

Or did you know:  
Tony "Dorothy" Adams is the only player to score a goal for both sides in both a national and an international match?

The smallest crowd ever to turn up for a full international match was 2,315 adoring fans for Wales vs N. Ireland in May, 1982.

And two small, though significant facts:  
The smallest paying crowd for a league match was on the 17th May 1921 at a match at the Old Trafford ground between Stockport County and Leicester City. The total number of paying punters was 13.

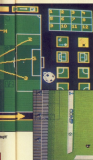
Anco  
Price: £19.95



AMIGA

SCREEN  
SCENE

# PLAYER MANAGER



Time for a corner again.



Feels more real referees.



Statistics at last which actually mean something.

play your chosen position, and have to work with the computer operating the rest of your team for you. Tough to play, but infinitely more rewarding.

As management games go, Player Manager is definitely a step in the right direction. A lot of the menus and options seem old ground, but in the case of player transfer markets and financial details, that's unavoidable. However, possibly one of the most impressive options yet seen on a managerial game, and the key-stone to add-on-ness and involvement of this game, is the Tactics option. Forget selecting 4-2-4 or 4-3-3, PM lets you plan all your set

pieces just the way you want them. An infinite amount of different strategies are available to you, the only limit is your imagination. By placing the players in the best positions for your style of play, and marking out approximate 'trace' lines, telling each player where they should be for any given moment, you'll never be able to say that you aren't in full control of your game.

At last a management game that requires true management skills. Add to that the most addictive arcade soccer game ever, and if you don't have a winner, I'll buy you a drink.

Tony Gillen



SOUND 79%  
GRAPHICS 83%  
LASTABILITY 86%  
PLAYABILITY 94%

94%



AMIGA

SCREEN  
SCENE

# GRAND



One year — you can lay 'em, they 'ate or place a better or 'em. Really, if they tell they may end up at the meet.

# NATIONAL

**T**his is the official source of the Beagum Grand National 1999, incorporating all of the participating horses and some jolly race sound effects.

At the start of your career

(which can last for 1, 5 or 10 years, you decide) you have no horses and £10,000. The first thing you have to do is lay a horse to ride in the National. Clicking on the appropriate icon gives a list of flags, some are top class fillies that cost too much, the ones you can afford initially are pretty run-of-the-mill.

To make your money back you can place bets on any of the horses running, including your own, and if you've bought a really dull horse, you're going to need all the money you can lay your hands on.

Based which of your horses to ride, and you're under starters orders. The race is represented slightly unusually. There are three windows on screen, all of which you have to watch. The first, and

smallest window, has a plan view of the course, with your map as a little flashing dot. The text below this window also gives you current race details, such as time and your current position.

Window number two has a side-on view of the horse galloping along the track, and gives you a visual representation of your horse approaching fences, allowing you to judge the best moment to jump. Finally window three, the largest, provides you with a top view of the race, showing you on your horse, and any other nearby. It's from this screen that you steer your horse through the race, and it also contains speed and stamina meters. The higher the speed meter, the faster your stamina falls. The key is finding a good balance of speed and energy.

The graphics aren't bad, by any standards, but they are little too functional. And for the most part the same applies to the sound. But that said, I like the sampled speech which announces the winners, although the jingly tune that plays on the options screen grates slightly.

It's fun, there's no doubt about that, but I do feel that it could do with a steady or help in both gameplay and variety, and probably features in the usability stakes.

**Tony Dillon**

Elite  
Price: £19.99

SOUND 70%  
GRAPHICS 70%  
PLAYABILITY 80%  
USABILITY 60%

**71%**



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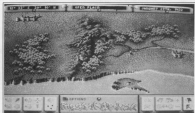
# VALLEY

Just a glance through the heavy-handed text which accompanies Starbyte's latest RPG leads us to believe that *R.O.S.E.* is quite a meanie piece of software. Indeed, the quest itself is attractive, too, as Crown Prince of some unknown land, have to deal with one of the greatest adversaries of Greek mythology, the Minotaur himself. For the sake of the story, Minotaur has conspired over a 'hell-army' who aim to take over this, a green and pleasant land and you have to

**Starbyte**

**Amiga**

**Price: £29.99**



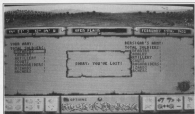
## RINGS OF MEDUSA

deal with her once and for all.

The game is viewed on three levels. The first, and most common, is an overhead view of a part of the land, with you as a small sprite. Using the mouse, you move this sprite around the map, guiding yourself toward towns where you can make money by trading goods, buy soldiers, weapons and transport, and of course search for the five rings. The towns are represented by a map, with buildings highlighted and named. By clicking on these buildings you can enter them.

The third level is the fighting screen, not completely dissimilar to *Joan of Arc* in that both screens are viewed as small clusters of dots, with a group of icons to control the movement of your attacking forces.

The game itself is controlled by a series of icons at the bottom of the screen that really provide nothing but the most basic functions — simple object and monetary manipulation, some communication interaction in YES and a NO button for answering questions and other commands. It's this simplicity which really



put me off the game to start with. Simple controls are fine if put to such good effect as, say, *Throne of Lem*. Unfortunately, the controls are only set for the most basic functions, and this makes the gaming experience tedious.

And it is really this complete lack of ingenuity which has spoiled *R.O.S.E.* for me. What could have been a highly enjoyable and involving RPG has turned out to be nothing more

than a superficial trading game with some strategy elements. Yes, the graphics are very nice, but that will never be a saving grace of any RPG. If there's one thing products of this genre cannot afford to be, it's superficial.

**GRAPHICS:** 81%  
**PLAYABILITY:** 58%  
**PUZZLEABILITY:** 59%



**65%**



**K**eith unlocks a diary this month, and no doubt reveals a musty map. What else is KC up to? Getting the dog into the kitchen, searching for the High Lord and doing a few turns, that's what.

## JOURNEY

Every now and again a clue gets worked up, and this seems to have been the case in November's Valley. "Your Nightingale clue was wrong when you suggested that all the characters except Tag should return immediately!" Francis should proceed, and he will find a tree stump, which will open if he casts the BLAZE spell on it," writes Morton Kaplan from Norway. Okay! That is for straightening things out, Morton.

Gair Jensen from Transilvania, also in Norway, has reason to believe he is very near the end of his journey. But before he can reach his goal, he must get the island. He has been recommended two ships, but whichever he chooses he and his party get killed on the voyage. So - which of the ships should he use, or is there yet another of which he is not aware, that will give him safe passage?

## PERSONAL NIGHTMARE

Mark Courtney was looking for a way to open the locked clare, a mouth or two back. Here's how, with the help of Mary Baldwin of Boston. Go into the kitchen at the Dog and

Druck after 11:58 pm. Put the plug in the sink, and turn on the taps, to flush the evil water down the drain. Look in the washing machine, and examine the pair of pants you'll find inside to get the key.

## DRACULA

Wayne Jacques has been sitting in a coach for an awfully long time now. For 348 turns, in fact, and it still hasn't stopped! Should he try jumping while it's in motion, or perhaps make a grab for the handbrake?

## BARD'S TALE I

How exactly do you input that long sentence, the one that Peter Ganshopper was struggling to force into the input buffer a few weeks ago, in under the magic month on level 30?

Wayne Cooper of Wakefield has come up with the answer - you simply press RETURN after each word. "All you have to do now is to find the exit," adds Wayne. "A quick way of doing this is to cast APRIL NAIL, EAT, UP CL." Wayne says he will be happy to help anyone on any of the three Bard's Tales, provided they send an NAIL. His address is: 71 Stinson Street, Peacock Estate.

Wakefield, West Yorkshire WF2 0EA.

And on a different note, Jeremy Goshard of Tasmania would like to know what the Oxyg item is, and where to find it.

## KEEP THE THIEF

Devil's Admoy is stuck, not only in Legend of the Bard, but is having trouble in Keep The Thief, too. "I have found four authentic: Place of Strength, Arm of Wealth, Arm of Love, and Justice of Men. Where will I find the last two? And how do I mix the spell Rhym Goshard?"

## LEGEND OF THE SWORD

"Am I supposed to do something with the crossroads?" asks Oxyd's Admoy from Norway. "And when about the beams? I can kill it, but I can't get rid of it! Further south, Mann Central in Maba is having against other problems. He has tried everything except killing the Madheads to get rid of them, and failed. And he's also searching for the High Lord's skull. Has ANNOCE overcome the dreaded Madheads? I've certainly not heard a whisper from anywhere on this sticky subject.

## DUNGEON MASTER

Who knows of a quick and easy way to kill the knight?

# INTO THE

# VAL



Klaus Conrad has a method which takes him years on end to complete, and will never get through his exams if he can't speed things up!

Write with your problems, and any answers that may help fellow adventurers, to me at The Valley (1), Priory Court, M32 Furrington Lane, London EC2R 8AU

## COMMENT

I like reading Role Playing and Fighting Fantasy books, as I bought the game Temple Of Terror. All was going well. I was flying on the eagle when I encountered a gnomedwarf. It is a year from the time I first encountered the gnomedwarf and he'll don't know the command I want use to kill or pass it. It's no use reading the book, since the eagle and gnomedwarf are dice combat. Can you help me?

On the brighter side, I believe your adventure section is good. I mean great, and halfhearted reviewers who are adventures are boring should be flogged.

Paul De Angelis,  
Melbourne

**Campbell's Comments:** A little bit violent don't you think? Personally, I'd stand them knee-deep in red smelling mud, and then set chiggers loose on them.

A few months ago I bought a pack under the Rainbow label, only to find one of the tapes was damaged. I sent the tape back, so the address given in the instructions, but it came back about two weeks later and it said on the envelope that the company had gone away. I was wondering would it be possible for you to give

me Rainbow's new address?

Wayne Jacobs  
Waterford, Ireland

**Campbell's Comments:** What a fine example of communications from communications experts. Before Telecom, previous owners of Rainbow! I'm appalled that they didn't arrange for mail to be forwarded to Microspace, to whom they sold the company. The address of Microspace is 2 Market Place, Tetbury, Gloucestershire GL8 8DA.

I have just purchased Space Quest III, and I think the backdrops early in the game are fantastic, and I suffer fits of laughter whenever I load it up. I haven't seen a restore for SQ1 or SQ2. They are for sale in Oz for \$50 each, but are they worth this much?

Thanks for help this month to Paul Hardy, Sheffield; Morten Ropsdal, Kristiansund, Norway; Wayne Cooper, Wakefield; and Klaus Conrad, Mainz.

### MYSCOTT

Tell Harg to drop his sword, then take for it and you should be able to control him.

### MAJIK

Find Boddit, and give him your magical sphere. Then tell him before he has a chance to escape. Take the sphere and the jewel, go west, and show the emerald to Cagriel.

### ENDY ADVENTURE

To pass the guards at the checkpoint after the plane crash, offer something to each of them.

### BRILL'S RETINAGE

To pass the android, examine its head carefully, and then use the

Although the humans and purple robot elements will (I presume) will be in abundance, are the graphics as good? Are they as playable as SQ2?

Guy Tremont,  
Arlahale.

**Campbell's Comments:** No, they are not so good graphically. Sierra

have been using their enhanced system on the latest games, which gives far better resolution and animation. The starting points for the upgrade are King's Quest IV, Space Quest III, Police Quest II, and Larry II. But the older games are quite playable - after all, those were the games that became popular enough to make it worthwhile for Sierra to improve their system! You'll find a review of SQ2 in the April 88 Valley.

can on what you see.

### SHADOWS OF MORDOR

To move the logs, drag them. You need help with this, and it will take two journeys.

### JOHNNY

To gain the confidence of the wood elf, say TAG LA, BRAN AGRIITH.

### BARB'S TALE 2

The bones and arrows are in the burial chamber.

### BARB'S TALE 1

The Mad God's eye is in the NE corner of the third level of the catacombs. There is a false wall in that corner.

### HERONS OF THE LANCE

To kill the dragon, cast a deflect dragon breath spell, then attack it with arrows, rocks, or spells, aiming them low at its tail.

LEXY



Mark Patterson is here with news about adventures and RPGs, licences from live role playing sets, and a handy new guide to programming your own adventures.

Adventures from the Continent could well be this year's *Blades*, and the next will be *Final Command* by Ulisses.

After twenty-one years of war, a breakthrough in interstellar travel unites the warring superpowers.

Twenty years later, Earth, impossibly loose contact with one of it's bases, and it's down to you to check it out. I dare hope there's no ALIENS about.

Despite its improved soundings plot, *Final Command* will be an less driven adventure where, let's be informed, you'll never quite know what is around the corner. A sort of cross between *Captain Blood* and *Da Jin* I suspect.

Back on more familiar territory, and there are many of us about — jankies who have completed *Star Wars* previous products and craved a new fix. Never fear help is on it's way.

*The Colonel's Request* casts you as Laura Hale, a college student who suffers from wander-mystery syndrome. Trouble just can't help but find her.

Currently PC only, the *Design* version should be ready just before summer, featuring all *Blades*' usual tricks and bits plus a few new surprises. And watch out for another new look from *Unistar*. *The Island of Lost Hope* will follow the not unimpressive *Dungeons Quest*, but the pirate-themed game promises to be more graphics led.

Why read it when you can play it? *Isle* D role playing has been a great inspiration for adventures and RPGs — but watch out for a new range of home computer releases based upon the current fad for role playing with a cyberspace theme.



*Tipped for a license: RT's Cyberspace.*

40:30 and available from Virgin games and other good games stores.

And by way of postscript to that story, check out the Philip K. Dick award winning *Homunculus*, the new *Steven Pink* novel by James P. Blaylock.

Anyone acquainted with *CU* should be familiar with the concept of cyberspace by now — but *cyberspace* is the next progression.

What if computers had been invented a century ago? Would they be steam and brass tubes instead of IC and the chip?

*Homunculus* is being written instead as an RPG license. Read it, it's great. It's published by Blaylock and should be in the shops now.

And now for our final browse through the bookshelves. Everybody knows that cybernetics is no science. That's why we do it, right? But maybe it's too much to bear being stuck in a mind-boggling bog or being consistently killed by *Greys*? Or maybe you can't find the magician's magical cloak? Well ponder no more, try writing your own adventures.

Published by Amazon Systems, *Computer Adventures — The Secret Art* — is a manual for all would-be adventure programmers who just can't find a decent bookshelf.

Priced at £7.95, it should be available at your local computer shop now.



*Get over, Final Command and The Island of Lost Hope.*

*Cyberspace* the game features all the hazards and psychedelic trappings of a 'real' jankie, from homebots to physical manifestation set in the next real world of design and organized crime.

The widely acclaimed *Cyberspace* by Iron Crown Enterprises is priced

INTO THE

# VALLEY



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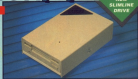
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## B-Movie Compo

There's nothing better for a fun night in than a few beers and a couple of really corny B-movies, and it seems that a lot of you agree, judging by the overflowing post cards. Or maybe you were tempted by the chance to win the fabulous Philips VCR complete with teletext adapter.

Of course, the robot in the classic B-Movie *Forbidden Planet* was called Robbie.

So the Oscar for the reader who can recognise a low budget sci-fi movie, accompanied by the VCR and a copy of *Forbidden Planet* goes to Chris Norman, Billericay. The lucky ten runners-up, who get to take home a copy of the video are Stuart Lloyd, from Angley; John Watson, Hull; Stuart Hall, Leigh; Sean Glover,

Cante; Mick Thomas, Worthing; O.Bruce, Seaham; Steve Maiz, Milton; by Dundee; Adrian McMahon, Tooting; Simon Beebe, Leicester; Oliver Bell, Norwich.

## Ghouls compo

If there's one thing the ghost of Christmas past could never accuse us of being, it's miserly. Why, we've offered you the chance to win a really neat little video camera, which just like regular cameras, can take full colour high-quality photographs, only unlike regular cameras it allows you to play back your holiday snaps on any convenient TV. And all you had to do to win was to correctly identify the Charles Dickens novel 'A Christmas Carol'.

And this little gift goes off to

Jon Taylor of Bowington. The twenty copies of US Gold's *Ghosts 'N' Ghouls* wing their separate way to Marcus Morel, from Whitstable; Alan Wornard, Chesham; Mark Ramsey, Fife; Robert Crobble, Glasgow; Marc Robinson, Bilingham; M. Maganathan, London; Asha Karim, Manchester; Gregory Davis, Aberdareshire; Chris Harris, Hemar, W.Germany; Eric Hall, Leicester; Cheri Kok, London; Alan Ward, Londonderry; Stuart Beggott, Suffolk; S.A.Moran, Brighton; J.Dutton, Cheshire; Jeff Townsend, Birmingham; Joseph Bowell, Hereford; Barnaby Wood, Prescot; A.P.Cutler, Newton Abbot and finally Mike Worley, Hants. Congrats all round.

## Fury Compo

We could tell that you lot out there were dying to get your hands on the nifty little Philips 3LC2550 pocket TV. So, we came up with some especially tough questions for such a special prize, donated as ever by not-quite-simnal from 'Tiggy' Glaston, and not surprisingly, a good handful or two of you had a bit of difficulty with them, and just to put you out of your misery and to end your sleepless nights, here are the correct answers. *Beastcat*, *Widcat*, *Femcat* or *Tigercat*; *Mitsubishi Zoro*; *Enterprise*, *Yorktown* and *Intrepid* to name but a few. The TV goes to none other than Mr D.J.Wood of Liverpool. Ten people who each get the opportunity to have their very own copy of *Billings of Fury* are: Bob Jones, Ighite; Gloucester; A.P. Jones, Newport; Alex Crawford, Redditch; Noel Sumner, Cheshire; S.Rogerson, Birmingham; M.Westerlaken, Holland; S.

Chapman, Wimal; Steve Rookes, Cleveland; M.Barnes, Birmingham; Lee James, Chigwell. Well done people.

## Midwinter

Not really much of a compo, this one. More of a composite. Basically all you had to do to be in with a chance of winning the Microprose disk shaped *Midwinter calculator* is give us the name of Mike Singleton which is, as the more astute of you out there may have already guessed, Mike Singleton. Lucky you, Ian Oliver of Great Harwood, no more counting on your fingers, eh?

## Gravity Compo

Feeling disorganised? We thought you might be, which is why we have given you the chance to get your life back into some sort of shape with the amazing Agents world processor/personal organiser. All you had to do to win was to tell us that Black Holes are created by collapsing stars. Well Gravity made the movie *The Black Hole* and that E=Mc<sup>2</sup> was discovered by Albert Einstein, sorry Einstein. So what stopped you from entering? This prize has gone to Stephen Fiman from Barking. Ten other readers, each get what is generously regarded as not a poor substitute, a copy of *Gravity* for their Amiga. Those fortunate ten are David Standen from Winchester; M.Beckett, Newcastle; Kelvin Harding, Surrey; Mark Graywell, St. Albans; Adam Wilson, Isle Of Wight; James Warren, Catterick; D.Chung, Wood Green; Paul Bennett, Reading; U.E.Campbell, Blackpool; Martin Seams, Wrentham. Get your heart out, Newton.

# RESULTS



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# HELPLINE

Remember to mark your envelope either 'Enquiries' or with the correct response code.

## ENQUIRIES

### STARCOMMAND

In my last mission I must find Princess Starbudda's escape POD near a blackhole. I have searched in all the sectors near a blackhole but I have not found anything. I have searched through Scientific, Espionage and Delivery missions.

What more can I do?

Janet Deobert,  
Spain Q1

### WEIRD DREAMS

Out of all my games only one has baffled me, *Weird Dreams*. I have had it since Christmas and still cannot complete it, please help.

Ryan Murray Q2

### LEATHERNECK

Now it's my turn to ask for help. I am wrapped in Steve Bot's game *LEATHERNECK*, but I can't get far. Can anyone help me. I'm wrapped even more in *SUCKOBBM*, but try as I may I can't get past the ninth level. I NEED HELP.

Sabio Chantorno,  
Arlbourne Q3

### DUNGEON MASTER

After playing *Dungeon Master* for the last month I have become stuck on level 8. I would be most grateful if someone could help me out by producing a map or some tips.

Poul Turner Q4

### OOZE

Help. I've got problems with *Oozal Flow* out. I get some food when I'm hungry and how can I get past the rats in the kitchen? Can I do anything with the mirror or can I use it somewhere? I'm having these problems on my *Amiga*.

Jerry Merril, Belgium Q5

## LICENCE TO KILL

Has any-one got a cheat for the Demarc version of *Licence to Kill* for the *Amiga*. As I can't get any further than loading the first heliicopter. So the game's just sitting on my shelf now as I've tried everything.

P Gold Q6

## UNTOUCHABLES

I have bought 'The Untouchables' and I cannot get off the third screen, will you please send me a poke for infinite time or the ability to skip levels. Any poke will do.

David Ralston,  
Q7

## POKES

I seem to be having some problems with pokes. Everywhere I enter one in to my computer the machine either crashes or prints 'Game software error'. Please can you help me I just don't know what to do. Is there something wrong with my computer? And if so, what?

From a desperate *Amiga* addict.  
J. Spry, Q8

## RAINBOW ISLAND

Please could somebody help me. I am desperately in need of help for *Rainbow Island*. I hear there is a secret room. I would be so happy if I knew how to get there and where it is. A poke would be nice or well. I also need help with *BURBLE BOBBLE*, any pokes or tips would be nice, thanks, for the *Amiga*.

Mark Barry, Q9

## XENON II

Can anyone help me with *Xenon II*. A cheat would do nicely.

Yung Chung, Q13

## RESPONSES

### SUPER PUFFY

I don't have a poke for *Puffy*, but I do have some advice. The second level is pretty tough, so get the fire weapons and use it as little as possible. The best tactic is to avoid everything, only firing when necessary. Moving slowly and hiding around corners.

Most of the enemies are stupid and require little skill to negotiate. The only real problem is remembering when you are, so it helps to pause the game occasionally and draw a time map. It's the best way I found to get through some of the later levels.

P. Worthing, Norfolk

### STRIDER

To get past the box which fires lasers inward down close to it, if you are close enough the lasers will miss you. Stay down and keep firing, then you will beat the time when you die but there's no big white explosion on the screen, and you can beat level two.

Dawn Thomas

### BATTLE SQUADRON

In response to John Simpson's enquiry about *Battle Squadron*, I have sent in a cheat for *Battle Squadron*. Also I know of a cheat for *Joe Woodman* but instead of making the game easier by having extra lives etc. it actually puts *MOORE* men on.

In *Battle Squadron* you type in *CASTOR* at any time and the screen will flash green. This makes both player invincible. Pressing F8, F7, F6, F9, F10 will let you choose whatever weapon you fancy while F1, F2, F3, F4, F5 will alter the power of the weapon.

In *Operation Thunderbolt* you type in *SMOCC WOOD* on the high score table for more men, vehicles, jet-ect. that even the arcade without any speed/life.  
Noo-Nis Tazog

# How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you can send a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, it's who you need a poke, why you would like a particular thing.

Write for  
Helpline  
CU  
Priory Court  
30-32 Farringdon  
Lane  
London  
EC1R 3AU

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are replying to. If you send in more than one enquiry, please put each on a separate sheet of paper. Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.



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# POKES

## BLACK TIGER

First type in the program and when finished save it to Disk for future use. Run the Program, take the current Disk out of drive D and Reset the Amiga. When the WorkBench hand appears insert the Black Tiger disk in drive to boot.

```
10 REM — Cracked by
Andy Grite, Black Tiger
V0.1 —
15 REM — Supports Kick
Start 1.2 and 1.3 —
20 checksum = 0 : total =
11942118 : crack =
3202744
30 START = $201928 :
FINISH = $20415A :
GOSUB 50
40 GOTO 90
50 FOR a = START TO
FINISH STEP 2
6060 READ a : a = VAL
"8A" - a :
70 checksum = checksum
+ a
80 FORW n : NEXT n :
RETURN
90 PRINT "Your Check-
sum = "checksum
100 IF checksum <> total
THEN PRINT "Data
Error." : GOTO
110 PRINT "Take all Disks
out of Drive D NOW!"
120 PRINT "Then RESET
the machine by pressing"
130 PRINT "CTRL - AMI-
CA - AMIGA KEY"
140 PRINT "When Work-
Bench hand appears IN-
SERT"
150 PRINT "Black Tiger in
Drive D"
```

```
160 CALL crack
170 DATA 48e7, 00e0,
41f9, 0001, 8154, 0c50,
5300, 6600
180 DATA 0020, 41f9,
0020, 41f9, 0001, 8350,
2248, 3248
190 DATA 33e, 6004,
0000, 000e, 41f9, 000e,
31e0, 0004
200 DATA 4e0f, 0300,
4e0f, 0000, 0000, 4752,
4e44, 4000
210 DATA 48e7, 00e0,
41f9, 00e, 31e8, 00e0,
4e0f, 0300
220 DATA 4e75, 41f9,
```

```
0e2, 2048, 000e, 303e,
0052, 41f9
230 DATA 0e0, 4319,
0000, 1248, 51e8, 00e,
0000, 0004
240 DATA 414e, 4858,
0000, 0000, 4e4e, 414e,
4458, 4752
250 DATA 4844, 0121,
004e, 414e, 4458, 4752,
4844, 0000
260 DATA 0100, 41f9,
00e, 431e, 0e0, 2080,
41f9, 00e
270 DATA 2048, 41f9,
00e, 431e, 00e, 2080,
41f9, 00e
280 DATA 431e, 0e0,
2080, 3e78, 0004, 43e0,
002e, 47f9
290 DATA 0e0, 244e,
0020, 4e0e, 00e, 244e,
002e, 5478
300 DATA 000f, 0180,
0048, 0000, 0000, 0000,
0000, 0000
Andy Grite
```

## RAINBOW ISLAND

Type in the program and when finished save it to Disk for future use. Run the Program, take the current Disk out of drive D and insert the Rainbow Island Disk in drive D. Now cancel both of the request boxes. Press return and the game will boot.

```
10 REM — Cracked by
Andy Grite, Rainbow Island
V0.1 —
15 REM — Supports Kick
Start 1.2 and 1.3 —
20 checksum = 0 : total =
11952118
30 START = $201928 :
FINISH = $20463A :
GOSUB 50
40 crack = START : GOTO
90
50 FOR a = START TO
FINISH STEP 2
60 READ a : a = VAL
"8A" - a :
70 checksum = checksum
+ a
80 FORW n : NEXT n :
RETURN
90 PRINT "Your Check-
sum = "checksum
100 IF checksum <> total
```

```
THEN PRINT "Data
Error." : GOTO
110 PRINT "INSERT Rain-
bow Island in drive D
NOW!"
120 PRINT "Then cancel
both of the request boxes"
130 PRINT "Initial. C-
redits will be at your dispos-
al"
140 PRINT "Next issue I
will supply a quick up-
grade"
150 PRINT "which will
give infinite cash"
160 INPUT "Press return
for a SYSTEM-TAKE-
OVER." : giti
160 CALL crack
170 DATA 41f9, 0108,
303e, 0070, 4218, 23e8,
00e, 3e78
180 DATA 0004, 93e8,
4e0e, 431e, 0140,
3248, 0000
190 DATA 4e0e, 01f9,
431e, 00e4, 7000, 7200,
41f9, 00e
200 DATA 4e0e, 0e4,
431e, 0004, 48e, 0130,
234e, 0000
210 DATA 137f, 0002,
001e, 217e, 0003, 0000,
0028, 237e
220 DATA 0000, 0400,
0024, 42e8, 002e, 3e78,
0004, 4e0e
230 DATA 0138, 48e7,
0000, 3e3e, 0004, 0400,
237e, 2007
240 DATA 4e71, 0003,
003e, 41f9, 003e, 2048,
000e, 41f9
250 DATA 0010, 21e8,
004e, 4e0f, 0000, 4e0f,
0003, 0000
260 DATA 48e7, 00e0,
41f9, 0001, 945e, 0c50,
4e0f, 0000
270 DATA 000e, 30e,
4e41, 435e, 0010, 21e8,
0004, 4e0f
280 DATA 0300, 4e0f,
0000, 0000, 48e7, 00e0,
4308, 20e
290 DATA 41f9, 0010,
32e, 4e0f, 2388, 4e0f,
0300, 4e0f
300 DATA 00e4, 7e0f,
4e08, 1040, 203e, 7004,
4e71, 2340
310 DATA 0001, 7558,
4e71, 4e71, 4e71, 4e71,
4e71, 4e71
320 DATA 4e71, 4e71,
```

```
4e71, 4e75, 7472, 0163,
0004, 0075
330 DATA 042e, 4405,
7048, 0305, 0000,
0000, 0000, 0000
Andy Grite
```

## NINJA WARRIORS

I have a cheat for the Virgin/Mastertronic release of Ninja Warriors. I used both cheats which were printed in March CU but the listing doesn't work on 1.3 Amigas.

As I was typing in the somewhat comical cheats on Ninja Warriors, I discovered that typing in CHIEF-DAN when the tape lock is on gives both players unlimited credits.

Andrew Bolton

## CHASE HQ

I have found a very useful poke for "Chase HQ".

Load and play the game as usual, and when the writing comes up to do with mark, press the "space bar" many times and your speed goes up to about "20000" KMH.

I hope you have many fun hours on Chase HQ using this poke.

Mark Sullivan

## X-OUT

Buy the cheapest ship (looks like one) and place it on the grid. Then select the smallest firepower, place it over the shipkeep-er's face and press the fire button. You now have 500,000 credits to play with.

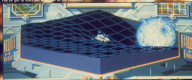
S Nicholas

Write to:  
Pokes  
CU  
Priority Card  
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London EC1R 3AU



Mirrorsoft's own Ross Goodley bounces an apple off his head and supplies us with some sound advice.

You've got to stick out your nose in the void.



## DRONES

Drones are cheap and expendable, and also quite good at their jobs, but it is absolutely essential that you don't hang around to see what they're doing. If you get taken out while a drone is active there is a pretty good chance of the poor beast getting trigger happy and shooting you. This is at the very least embarrassing and not uncommonly fatal. Leave them to it, if they turn on the instant they get back to you.

I would suggest that your entry is a system you rely on at least two drones, with one running Plutonium and the other running Interdial. Plutonium will attempt to polish off any Outie currently present and then return to protect your base, while Interdial will wait while waiting for the appearance of any Outie bots, which happens more frequently than you might think, towards the End Game.

## MISSILES

The proper use of missiles heavily relies down to a couple of don'ts.

Don't attempt to use missiles on Outie craft before the end of a



you can be caught, and using your radar can help.

combat zone that the bugs you will dodge.

Don't concentrate on any Outie craft within about 4 squares of your position. If you are using the Scatter beam, the gravitational field that it generates will almost certainly catch your Scatterbot too, and then it's goodbye Scatterbot.

The most crucial skill in the entire game is the proper use of the radar, remember that you may shoot Outies before they appear on the Grid, so be further away they are when you get them the less likely they are to get you.

## TACTICS

In this case tactics is a question of making sure that your Outies are dropped adequately to suit all stages of the game. As the game progresses the Outies will begin to add more and more systems with War Ship generators. So by this stage you had better have obtained a Black Globe generator, otherwise your Outies will suffer from a lack of power, to put it mildly, along.

It is also a good idea to be alerted as soon as possible a Mega Cannon is ready, and as soon as you can shoot it move the Nova Gun to shot him, then when you've launched missiles it will

# GRAVITY



# PLAY TO WIN



Warriors depends upon the correct use of resources, efficiently changing and moving.

shuffle up to be accessible (see the second line below).

As a personal preference, I would also suggest replacing the Orion Drive in the second and with a Blast or Flammant as soon as possible, since Orion is clumsy and slow.

## STRATEGY

Since the original star cluster is generated randomly it is of course impossible to give any guaranteed strategy. I can't guarantee that I didn't add I wrote the game. However, follow the following hints.

## COLONISATION

In the beginning of the game you will need to establish five or six colonies, otherwise you will not have enough resources to begin the hunt for Outies in earnest. This may often be achieved merely by following the order given by StarCom. Establishing colonies using the PlayMap allows you to keep your limited budget in check. Remember, PlayMap midgame control.

## HUNT FOR THE OUTIES

In order to see you should use most of your budget on Explore orders. The sooner you find the Outie's home base the longer you will have to get them before they get you. When considering where to explore I would suggest that you start at the sector. Rightmost away from StarCom, and move east until you reach your base.

As you move west Outie colonies you may find it worthwhile to take them over. If you can keep the Outie budget low you will win them down. Always, if you find a Outie Fleet, take it out — if you decide to ignore it up to I would suggest doing it yourself, to free your other Scouts for exploration and conquest.

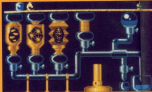
## REMOVING OUTIE HOME BASE

Firstly, if you have enough Scouts left send five or six to setup up the Outie defense forces. Immediately after issuing these orders set up in your Fuel Tubes 3 RPD's set to '1540 ROM'. When led by three of your remaining fleets have arrived in system go there yourself. Head towards the second singularity in the system shooting anything you have to be involved as much trouble as possible. If in doubt run away. When you reach the second singularity however just outside the event horizon and wait until an Outie comes to get you. Shoot him and immediately drop all RPD's away (on no account fall into the singularity). Should this fail the first time you still have two RPD's pre-programmed to try again. If you don't screw up you should then win.

## Searching for resources







**SPELLS** are definitely the most complicated feature. We found the best way to mix the ideal spell was to work it out on paper first. Write down the appropriate reagents, how they are applied and whether they are healed or not. Try to sort out a number of useful spells, for example something that will increase the strength and health of your dragons.

**DRAGONS.** Don't worry too much about the lizard's intelligence — if you're going to be playing the arcade game the dragon's IQ is equivalent to your skill with the joystick. On the other hand, if your reals are computer-controlled make sure you have a high intelligence rating.

Having a potion to hand that will top up a dragons strength is a better option than spending half a year waiting for them to heal naturally. Unfortunately, strength potions have their side-effects and can severely limit a dragon's intelligence, although this can be counteracted with yet another heady brew.

# DRAGONS BREATH

Swords, sorcery, slaughter and spells. It's a cut throat world out there. To survive you could may be be needing a helping hand, or even better CU's very own rough guide to breeding and rearing dragons.

Editor vs Falsar

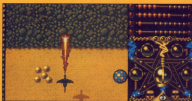




# PLAY TO WIN



It's also useful to concoct potions to counteract any side effects, as it is almost impossible to brew something that will have a perfect effect over all categories.



**GENERAL.** Search every location. Remember the object is to find the places of the talisman, not to destroy the local countryside. Think out every move and how it will affect

your cash flow. Lastly, don't be soft on anyone. Just because a town has a similar name to a place up the road from you is no reason not to burn it to the ground or threaten it.

## ARCADE GAME.

Although you don't actually have to play this, it breaks the game up a bit more. It's risky attacking any defense points or flying objects. Aim mainly for houses and barns, not only do they burn better but it causes more damage to the local population.

Don't double back in a heavily defended area. Your dragon can't take too much damage, so be careful. Don't stop, and don't overuse your flames.



**PROFIT** is essential. There's no way on earth you can keep going with empty coffers. Early in the game it's worth conquering small villages and setting a low tax rate. When you have enough dragons, conquer a large village and leave a guard there. This lets you set a high tax rate without causing the peasants to revolt.

If you haven't got much money, check through your news files and find

villages which are at war with each other. Send a dragon out to attack the smallest village and, if the raid is a success, you not only claim the village for yourself but you'll get a reward, too.

Balance your budgets so you don't spend too much on spell ingredients and healing bills. Concentrate on conquering and searching villages — and don't let your enemies take anything from you.





# CONQUERO



A typical tank strike



Holed up in a village

In general, it's best to strike as hard and as fast as possible. The longer you're in contact, it's just as likely you'll be destroyed as you'll win the battle. If you really want to do it, this will try to roll round the back of tanks where their armor is weakest.

As the long run you will be overpowered by the sheer number of your own allies. If the situation is bleak, withdrawal of a small force and try to take out your enemies with tank strikes. Eventually, you'll succeed in greater numbers, but at least you can take a few with you.



Instead of constantly retreating, in the main try to destroy tanks. In this case, they are usually destroyed a following away from you. To a pretty good commander that will be a big win.



It helps to be familiar with the terrain. If you're only looking at a map, it's hard to find the terrain. A dense cluster of trees offers protection from tanks and tanks. Keeping your head down will allow your tank to be repaired.

Fancy a spot of sight seeing in a 35-ton Sherman? Bombardier Mark Patterson went Pontifical this month and drove in with these hints and tips

USA 30



# ROR

# PLAY TO WIN



Cutting your tank trapped by the enemy is always a problem. The best way to get out of this situation is to reverse and forcing the psychology away from the opposing tank, and don't let up with your gun fire.



As soon as you've broken free turn left and run. Keep your gun pointed towards the enemy and fire towards higher ground.



Run to the hills! Keep a weaving path until you reach cover. It's difficult trying to avoid trees but a good piece of driving will see you through. Usually the other tank will become trapped so it's just a matter of waiting round and opening fire.



In the strategy game either the map is much as possible. As this is so much a thinking game as an action game you need to keep your finger to the pulse. Check up on the positions of your tanks constantly. Pull them out of tight situations and always aim straight for your objectives.



Small, fast tanks are ideal for crossing open terrain. They can avoid most concentrations by outflanking the enemy. Try to 'ride' along the incline of hills. This way if you're attacked you can gain valuable speed driving down hill, or take up a defensive position.



Use pairs of heavy tanks where you think you're going to come across stiff opposition. This way you stand a better chance of crippling the enemy while your little tanks carry the battle to the targets.





# ARCA



These characters look like you could play with them in the bath. Don't be fooled.



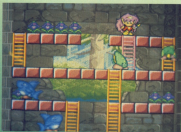
T' gathers spring flowers to take to her in the next level.



T & J — best role game since Rainbow Islands.



# ADDIES



The Mabeed's tower can be seen beyond the platform in the distance.



Entrance to the prison where the evil Mabeed is holding your "Mom".

## T & J Jaleco

**T** and J are two of the cutest characters in comic art of the Japanese games scene since Rabb and Bob won the hearts of gamers in the completely brilliant Bubble Bobble and its equally excellent sequel — Rainbow Islands.

There seems to be an unbreak-

able rule of 20th-century development which states that the cuter the game the better the game plays. This was true not only of early classics Phoenix and O'Conn and the two T&J classics referred to above but more recently in New Zealand Story. T&J and

now also in T & J.

Jaleco's T & J has already

scored an enormous success in Japan where it has been converted to run on popular video systems. The graphics are unmistakably Japanese in character. Lots of their games star characters looking just like T & J — European features with huge, apple-like eyes. Why don't Japanese designers put

oriental looking people in their games? Weird.

T & J's Mom has been kidnapped by the evil Mabeed who has carried her off and incarcerated her in a tower in the center of his castle. Our dynamic duo have to rescue her battling their way through several levels until they reach the tower and confront the Mabeed.

Each level is a separate platform challenge which has to be completed before the game will scroll on to the next part of the land of Mabeed. All sorts of cutey go nasties are out to stop you. Cloddy crocodiles that look more like inflatable toys than they do crocodiles, and big blue sharks all serve to give you the false impression that there is no danger here. (Don't make the mistake of believing it as those crocs and sharks will kill you as soon as look at you.)

But T & J are not defenceless. They have a magic rod which they can use to stop their enemies dead in their tracks, pick them up with it, and bash them on to the floor at the platform until the life is well and truly knocked out of them. Each platform is scattered with jelly flowers which T & J have to gather up before they are allowed on to the next level.

The game play is very similar to Rainbow Islands — the method and pace of travel being particularly reminiscent of Rabb and Bob's second adventures.

T & J is sure to stack up another accolade for Jaleco. It follows a strong tradition of pretty and highly playable Japanese sidescrollers. A dead winner for conversion to the Amiga. There is no reason why it shouldn't be another total-identical conversion to add to the Amiga's library.

GRAPHICS	85%
SOUND	75%
PLAYABILITY	85%
CONVERTIBILITY	90%
OVERALL	85%







# ARCADES

A quiet revolution has been taking place in pinball. While giant screen video games, hydraulics, and multi-screen games have been raising all the technical accolades in the arcade pinball has steadily been making progress — leading in particular from developments in CD sound.

Data East's *RoboCop* is the most up-to-date pinball of them all. Your favourite metal copper talks to you in his own authentic version of RoboCopese as you play the game. As well as the digitized speech there is a full musical score in digital stereo which is synchronized to run in tune with the action.

Apart from improving the thrills the computerization of pinball has added greatly to the playability of the game. Now much more of a strategic challenge — you have to study your table and aim for the correct features. In the current order, if you are aware that elusive flipper, in the case of *RoboCop* the mega points are earned by successfully keeping a ramp to capture the fugitives and save a million points.

The play area is based on Delta City with a colour-coordinated play system to make it easy to follow. Three red criminals in a row, followed by four green and then on to the more difficult features.

The flippers are a world first in design terms. Their solid state circuitry links them to an information system that explains the rules and objectives of the game. The new solid state flippers are also stronger and more reliable — guaranteed against that most annoying of pinball table malaises — 'wimpy' flippers. You must have come across this, as when the flipper connections have become weakened and the flipper



*RoboCop* features the world's first solid state flippers.

hardly moves — lacking the strength to flip the ball back up the table.

All the major play features are illuminated when activated and accompanied by loud music and sound effects. *RoboCop* is set to reach new heights this summer as the hype builds up

for the autumn launch of *RoboCop II*. This all square test for the *RoboCop* which should achieve a wide availability. Check it out — it's great fun and if you haven't played pinball for ages you will be amazed at the improvements. "You have twenty seconds to comply."



GRAPHICS	80%
SOUND	90%
PLAYABILITY	80%
CONVERTABILITY	98%
OVERALL	95%

# Data East ROBOCOP



The Magazine of the decade is about to take-off

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## CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT

**You've nobody to  
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# NEURAL SY

The next generation should see the dominant applications. Some of the leading talents in the field are under threat. Rik Haines takes a look at a pos

The Neural nets of near future is a small black desk indistinguishable from your CD player, hi-def TV or microwave. There's no need for a keyboard because you communicate with each other using normal spoken language. Nobody's programmed your mind, it learned to live with you. It can even predict your wants and needs. As a friend and teacher, your mind is interconnected with every aspect of both your personal life and environment. Science fiction? Not any more.

As a catchword has been floating toward the mainstream over the past few decades. No longer just the nightmares of the sci-fi reader, the idea of the hyperintelligent, neural computer is a practical possibility. Its most popular incarnation has been set in the future—the HAL computer in 2001. But goaded by the funds of Pentagon expenditures, the neural computer made its debut over a decade ago—in the guise of “smart” missiles and satellites, and guidance systems for lunar probes. But as we shall see, it's only now that we approach the new century that some of its more outlandish uses will come into existence—and the race is on to find out who will use them first.

But what is neural computing? Connectionism, Neural Networks, Parallel Distributed Processing—these are just a few of the buzz-words used to describe the electronic brain.

Neural nets are composed of computers which work in tandem. They're inspired by the cellular networks of the living brain, and they're based on learn-like learning as opposed to traditional computing based around programming. Neural nets grow “intelligent” by gathering information through “experience” just as humans do. Also, neural networks have long been connected with the technology of Cybernetics (the communication and control of people and machines). Neural computing derives its name from the fundamental cell of the living brain—the neuron, the mode of the brain which gives humans their adaptability.

Igor Aleksander, Professor of Neural Systems Engineering and Head of the Department of Electrical Engineering at London's Imperial College of Science, Technology and Medicine, is at the leading edge of this development. “There isn't a research facility in the world that isn't working on neural nets,” he told us, “it's the fastest pace of research in computing at the moment.”

“Neural nets have almost limitless applications, in industries as diverse as defence, finance and medicine. Eventually they'll touch every aspect of your life. For instance, a blind person could ask for an audible description of the objects in a room. This could be aided by intelligent displays, the development of automatic translators from speech into



# SYNCOPTION

mirance of the 'smart' computer with its myriad new  
ts in the field are here in the UK, but their work now seems  
a possible future and burns while neurons fiddle.

visible signs could be enabled by neural techniques. Other possible uses include: automatic accident avoidance equipment, air traffic control, voice-activated word-processors, automated factories, etc. Neural networks could inspire all manner of intelligent machines with built-in intuitive communication abilities. "They won't stop at being socially aware, financially-aiding or defence-motivated application either. "In computer games you'll get direct interaction with players through language rather than postcodes."

The neural computer may well turn out to be the catalyst in other frontier developments: cyberspace for one and Star Wars technology, with its scout benefits, as could the US proposal for a long range, solar powered space probe. There's even a number of geneferosity who, convinced that the silicon-chip has outlived its usefulness, are mounting a fully double neural computer which is actually organically based and into a main functions would be in long-term, sustainable projects, such as the regulation and balance of ecosystems.

And there's the fight for a decent society, too. Neural computing has roots going back to the 1930's when Alan Turing, a brilliant mathematician, invented a primitive example which played a vital role in cracking top secret Nazi intelligence messages. Aleksander, himself, who has worked in the neural computing field for

25 years, made a breakthrough in the fight against crime by co-designing the first neural machine to be marketed — the WISARD (Wills, Sonnet's and Aleksander's Recognition Device) which, with an ability to recognise patterns of about 250,000 pixels in 1/25th of a second, was the first neural machine to be used to recognise criminals' fingerprints and faces. "The last that you can train the machine is what makes it useful," he explained. "You can see the payoff you get. If you were to simulate WISARD on a conventional computer it would take in the order of 3000 times longer — by which time the image has disappeared or the criminal has gone."

But many of the benefits of neural computing could fall by the wayside if nothing is done. Certainly in this country, funding, as ever, is always a problem, as Aleksander pointed out. "We've essentially lost track of who has bought the WISARD. We had to buy one ourselves to get on with our research! That's how it goes you see, we invent something, we sell the patent, we get a few royalties, but we then have to buy a machine back from the manufacturer."

There are other factors too. Geason and burgeoning green awareness may well slash military research, which to date has been both the driving force and, ironically, though it is, the paymaster of AI development. The moral implications of this may be



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healthy, but the marketplace needs its financiers, and these, it seems, are successfully pursuing the lost attraction: more individual and consumer-fetished avenues of neural research.

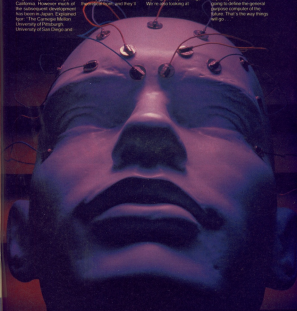
The Neural Nets Week began in the States in 1987 when some 2,000 scientists attended the first Neural Net conference held at the American Institute of Electrical Engineering in San Diego, California. However much of the subsequent development has taken in Japan. Explained Igar: "The Carnegie Mellon University of Pittsburgh, University of San Diego and

Citicorp are the leading players in the States. They've achieved a lot of theoretical results. Of course a lot of companies in the States are selling neural software which you can do small things with like financial forecasting. But the Japanese are very aggressive and heading very much more for the home. They're building up new programs in this area. They are very good on the financial side, and they'll

probably be the first to come out with some real applications or a major neural computer."

Meanwhile, Alexander and his Department are developing new neural systems and theories. "We have a large research lab where people are looking at higher levels of intelligence, for instance the ability to predict things, to plan things, learning how to plan things. We're also looking at

advanced neural nets and doing quite a lot of work on VLSI (Very Large Scale Integrations), to make sure that the theory we develop is properly structured and packaged in a chip. We're mostly modelling brains, particularly the brains of very simple creatures like the octopus and slug. Perceptrons, combined with learning with the teacher, combined with expert systems is what is going to define the general purpose computer of the future. That's the way things will go...."





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# Tommy's TIPS

## TV stills

● I own an Arrigo and am interested in digitising, but at \$450 for a digitising camera I'm not sure. What about the Canon RC-220 Still Video Camera (in Sept page 90)? Is there an art program that can digitise with this. What would be the name of the program? Can you connect a normal video camera to the computer, how much is the camera, and when will it be released in Australia?

Michael Gavel,  
Australia.

The Canon RC-220 is suitable for use with a digitiser. It stores the video picture on its own internal disk, and these pictures can then be downloaded to a TV or monitor or, in the case of the Arrigo, a digitiser device. It takes a single frame at a time, but when you use an expensive real-time colour digitiser you will need to take the three separate pictures using a colour filter wheel. The digitising software in a program like Dig!-The Gold then combines these three pictures into a single colour image. You can use a paint program such as Digi-Paint or Deluxe Paint II to modify, print or manipulate the stored picture. One of the problems with a still video camera is that it will not see black, whereas a real-time digitiser (such as the 1K or 4K), which is used with TV surveillance systems, can be picked up in the UK for under £1000 (can I say what the price would be in Australia, but the same sort of thing might be available there as well. As for the digitising program, that is around £100 in UK, and the paint program will be a further £50 or so. So, even

with a cheap camera you are still going to have to fork out the equivalent of about £300 to start digitising.

## GrabIt

● I have a few questions concerning the Arrigo. I know it is a wonderful machine, but there are a few things I need to know before spending my hard-earned money. About monitors, my local computer shop has three types, the 1024, 1045 and an ANCIANA. Which of these monitors is the best? Next question about utilities for graphics, I know that there is a program called GRABIT which captures pictures of the screen and saves them to disk. Can it capture pictures from commercial disks such as Operation Thunderbolt and, if so, can I work with those pictures in the Laser Paint III? Is there a utility that lets you grab sprites from games and can these be stored in D-Paint III, since I hear that this has an animation facility? My father would like to know if there is a way he can use WordPerfect on the Arrigo, and transfer files so that they can be read by an IBM or a 3.25" floppy disk without using DiskOut? The only case WordPerfect and I think it is a waste of time keeping his IBM for that alone. Finally, what is the best printer for printing coloured pictures and also readable text?

Alan Jeffries,  
Holland.

First, all the 1045-based dollar questions in one letter, ok? The answers, from the top: The 1044 and 1045 are the same, except the '2' version has two speakers and therefore gives stereo sound. As for the ANCIANA, I've never heard of it. It's a shame you're stopping all colour,

has stereo sound and is cheaper than the 1045 than you go for it, otherwise buy the 1045. GRABIT will work on virtually any screen, from any software, since it works in the background and is called up by a 'hotkey'.

Secondly, obviously I cannot reach for any given programs, but I haven't heard of any that it doesn't work with. The picture that it stores can be called up and used by any of the standard paint programs and certainly D-Paint III. There is no program that I am aware of that lets you specifically grab sprites, but if they appear in the 'grabbed' picture then you can turn them into bushes using the paint program and manipulate them as with any other 'beach' image. However, the animation facility lets you set down the bushes in sequence and then replays the complete cycle, so you can set 'sprites' and let the program fill in the movement in between. Other way, the animation is a powerful reason for buying D-Paint III. (There is a version of WordPerfect 4.2 available for the Arrigo and you can obtain a 3.25" disk drive which will allow you to dual and save IBM format disks. (Shame you can't just for running IBM programs with the Arrigo, you don't need it just to read them. Finally, the best value for money printer for both text and graphics is probably the STAR LC-100.

## Green fingers

● I work as a landscape gardener and I am looking for a garden design program or package, either a commercial one or on a public domain.

disk. I have an Arrigo 900 with one floppy of RAM and a 512K colour printer and would like a program that allows both of the latter upgrades. If you could give me the names of any such programs with the details of the suppliers I would be very grateful.

Jon Williams,  
Thorford.

I very much doubt that you are going to find a particularly specialist product like that in the design software that, since the demand is likely to be fairly small. However, there is no reason why you should not use either one of the many CAD Computer Aided Design programs or even one of the paint programs. Both will allow you to draw out 'sketches' such as a flower-bed and then scale them, rotate them, and finally position them. Once your design is set up it can then be printed in colour using the STAR LC-100, for showing to the client.

Suitable programs are D-CAD (Designer or Professional) or any of Digi-Paint, Deluxe Paint or Photon Paint. For availability and prices, try Precision Software on 01-330 7168.

## Relaying

● I would like to be able to link up my 486000 to a relay so that I can control external devices such as motors etc. I would appreciate it if you could supply a diagram of the connections required and the list of gates needed to achieve the relays. Also, is there any risk of damaging the internals of the Arrigo whilst carrying out this procedure? Finally, is there any great advantage in buying in a modem? What can you actually do with one and how much could I expect to pay?

J. Alago,  
Australia.

First of all, it is a mistake that you can treat the 4800 just like a C64 when it comes to converting relays etc, controlled by PPIEs. The 4800 is a multi-tasking machine, which means that you cannot obtain control of output ports in quite the easier way you could get away with on the C64. Secondly, there is no equivalent of the C64 User





PEMP, 10/2/90

*Sorry for coming late, but I needed the answers yet.*

First, you will need a relay control board, similar to those available for the IBM PC computers. You may be able to get hold of an external relay board in Australia, which will connect to either the parallel or serial port, but expect to pay the equivalent of around £250. With regard to it modules, it allows you to communicate with other computers over the phone lines. You will need some communications software to drive it as well, particularly as the design does not allow split band rates that means transmitting and receiving at different rates. Software prices range from around £30 to over £100, while a modem, depending on transmission speed options and facilities could be anything from £50 up to £200.

## Six of the best

● I'm the proud owner of an Amiga 5000 4, a former C4 owner, there's some questions that I would like you to try and help me with.

1. Is it possible to enhance the highest resolutions from 640 x 480 to 1024 x 1024? Will I need any hardware? This is where the IBM is getting better all the time!

2. Is it possible to expand the Amiga 5000 beyond 8 megs to say, 16MB of RAM by using a 32-bit CPU?

3. What about a 1.25MB x 25" or 1.44MB 1.5" disk drive for the Amiga. Is it possible to

produce such additions? Where can I buy one?

4. Is it possible to have more than 4096 colours if you have a 1 meg machine?

5. Is it true that an Amiga 5000 runs...and is it any competitors for the IBM.

6. Is the PC transporter 100% IBM compatible? Do I need any hardware to run PC software on my 5000?

Mike Dawson,  
South Africa.

First answer, no you can't get 1024 x 1024 on the 5000, in theory the Amiga 5000 addressing can be expanded to 16MB and there is a chip based on a 68020 which would allow this, but forget it for the 5000. Apart from the cost what is it particularly intended for super-fast applications wanting of the 40000 series.

Secondly there are both 1.25" and 1.44MB drives available for the 4000 for use with the AT bridgeboard to give full IBM compatibility — larger than the 4000. You cannot have more than 4096 colours even with 1 meg of RAM because that is the maximum possible using the currently allocated number of bits in the colour plane registers.

As for the £2500, this was unfortunately an 'Also in Wonderland' machine — always available however, but never shipped! It now seems that the next Amiga will be an enhanced version of the 40000 series, using a fast 68010 or 68010 processor and with the so-called Enhance Chip Set, to give

even more stunning graphics. It may even use a full 32-bit RAM address to give a possible 4 Gbytes of memory — how many can actually afford that much memory is beside the point. Hopefully a machine to give the latter IBM a run for the money. How much? If you need to ask, you certainly can't afford it.

There is no way of getting 100% compatibility for IBM software on the 5000 — you need an IBM processor to really get close to 100% and that's why the 4000 was released with AT and AT bridge boards.

## Avoid assistance

● As an avid Amiga user and regular reader of your magazine, I am pleased to be able to assist your reader (B. L. Patterson, Sheffield) who writes to you in the Jan issue concerning the 42415 module. My company, GPT, manufactures the 42415 and I will be happy to supply him with a handbook. Please could you ask him to ring me on 0800 432700 and I will forward it to him. He will, however, need to contact his local British Telecom office prior to connecting it to a domestic exchange line.

Brian Barker,  
Birmingham.

Thank you very much Mr Barker for your kind offer. We have received a number of enquiries recently about modules that readers have acquired without any

documentation, but with often only a type number to go on it is very difficult to offer much practical help. Modules for the Amiga normally need to be accompanied, with VET 4/522 in the minimum options. Some distributors are an advantage. If you are offered a module without documentation, try to check it or at least supports the above minimum as it could save disappointment later.

## Test block

● I have a problem for over three months now. I want to change some text in some bookblocks, but if I change the text with a utility program (e.g. DEdit or Diskworkshop) the disk won't start up again. If I write other sectors back to disk they work perfectly. I have read in a book called 'Amiga Internals' that a normal sector has its checksum at longword 5. I know that the checksum of a bookblock starts at byte 3, longword 1, after the 1925 message 04.0F (03.00-7F). Please could you explain how to calculate the checksum and other important things when writing back a bookblock to disk.

Interact Systems,  
Holland.

One of the problems with playing around with bookblocks is that some of the software companies use an error code as a means of preventing copying.

Therefore if you remove the error by re-writing a completely correct block, including the checksum, then the disk will not load because it will no longer produce the same error code. Many clones skip some disks loading, by overwriting the bookblock or making changes to it, with predictable consequences.

This is a spin-off of the virus in many ways, rather than the prime purpose of it. If you still want to play about with bookblocks, then use a disk utility that calculates checksum for you. Program it handles three different types of checksums: sector sums, always used based where the block is part of the block allocation table, and boot sums. Not only will this save a lot of tedious calculation, but it will avoid any to make errors as well.



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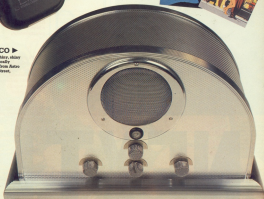
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# NEXT

# MONTH



# TAITO'S ISLAND-HOP COIN-OP



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PLAQUE  
SHOES,  
PRACTISE  
THROWING A

RAINBOW AND HEAD FOR

## DOH'S ISLAND

ATTACK DOH AS HE

HIMSELF SPRAYS YOU WITH

AN ONSLAUGHT OF BULLETS...

YOU'D BETTER BE QUICK... THE

## WATER'S RISING

THERE MAY ONLY

BE ONE WAY TO

DEFEND THE VICTIMS

CREATORS OF

## INSECT ISLAND

... FIND THE CIP OF

DESTRUCTION... YOU'LL

HAVE TO BE PRETTY

SLICK WITH YOUR

RAINBOWS SO AS TO

OVERCOME THE BEES,

LADYBIRDS, SPIDERS,

CATERPILLARS AND

WIRMS!... THE

## OH NO!

HOW A BOMB TO KICK

DOWN THE BOMB THAT

THE FIRST BOMBING

COMBATED TO FIRST

PLAYERS AND THINGS

TO THE AIR...

HOW WHERE'S THE

BOX OF WINNERS

THE NEXT STEP -

## MONSTER ISLAND

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